

PRIMA'S OFFICIAL



STRATEGY GUIDE

COUNTER STRIKE™



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COUNTER STRIKE™

PRIMA'S OFFICIAL STRATEGY GUIDE

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Contents

BASIC TRAINING	4
WEAPONS AND EQUIPMENT	14
AIRSTRIPE	22
AZTEC	28
CHATEAU	34
COBBLE	40
CORRUPTION	46
DUST	52
DUST 2	58
FASTLINE	64
HAVANA	70
ITALY	74
MIAMI	80
MILITIA	86
PIRANESI	92
PRODIGY	98
STADIUM	104
TIDES	110
TRUTH	116
VOSTOK	122



Basic Training

Welcome to the fast-paced world of *Counter-Strike*. The quick action and emphasis on realism have made this one of the most popular online games of all time. Now it has come to the Xbox, where it is bound to find a new gathering of devoted fans. In this chapter we take a look at the basics of gameplay, and cover some pointers for getting the most out of your team. Even if you're a veteran, *Counter-Strike* for the Xbox is different, so read up and get ready for hours of intense team-oriented action.

Tips for Getting Started

Master the Controls: It may sound obvious, but you won't stand a chance against human opponents until you invest some serious time learning the controls. Aiming is one of the most critical controls to master. If you're used to playing first-person shooters with a mouse, the right analog stick can take a while to get used to. Experiment with the Look Sensitivity settings until you find an option that works best for you. The quicker you can snap your crosshairs over an enemy without over-correcting, the more successful you'll be. Practice against the AI bots until you're ready to take your game public.

Learn the Maps: At first, the various maps may seem large and overwhelming. But the more you play, the more you'll realize how compact they really are. Play as both sides to get a better feel of how each team can use the environment to its advantage. After about 30 minutes of play, you should have any map figured out. Using the overhead maps included in this guide can speed up the process considerably.

Know the Weapons: *Counter-Strike* features 24 different firearms, each with distinct characteristics. While playing through the game, experiment with all of them to find the one that best fits your play style. Being familiar with the weapons also gives you a good idea of what to expect when your opponents start gunning for you. See the next section for more details on each weapon.

Movement

There's much more to maneuvering than simply getting from one place to another. So before concentrating on *where* to move, let's look at *how* to move. The left analog stick controls general movement while the right analog stick controls directional facing and aiming weapons. To a novice, this combination of controls may seem awkward at first, but once you get the hang of it, it's like riding a bicycle.

Walking vs. Running

Running is the quickest way to move around the map, but it also produces the most noise.



For the most part, you get around the maps by running from one place to another. This is the quickest form of movement, but it's also the loudest. When running, each step you take results in a significant thud as your boot slams into the ground. This is audible to anyone in the immediate area. So if enemies are in the area, running gives them a good indicator of your position. To decrease the amount of sound you make, try walking. You can walk by either slightly pushing the left analog stick in the direction you want to move, or clicking down on the stick and holding it down while moving. This slows you down, but it also makes your movements silent. This is useful when sneaking around areas where enemies are expected.



Your equipped weapon affects your running speed. If you're lugging around the M249 heavy machine gun, you move much slower than if you were holding your knife. So when you're not expecting enemy presence in an area and speed/time is an issue, switch to your pistol or knife.



For more information, please visit the official Counter Strike web site: www.counter-strike.net.

Basic Training

What's That Sound?

Sound plays a large role in *Counter-Strike*, and learning to identify particular sounds gives you a tactical advantage. Instead of relying on visual cues alone, keep your ears attuned to incoming footsteps and other sounds that communicate your enemies' positions. So if you hear something, look at your radar to make sure it's not a nearby teammate. If no blip appears on the radar, an enemy is in your midst. For best results, use stereo speakers to better pick up on the direction of the sound—headphones work well. Other than footsteps, here are a few other things to listen for:

- **Gunfire:** If you hear shots, you're bound to find a firefight at its source.
- **Reloading:** A series of slides and clicks indicate that someone is reloading a weapon.
- **Bomb Defusal:** When a counter-terrorist crouches in front of a bomb, you can hear a slight jingling if you're close enough.

Strafing

Strafing is essential to survival during close encounters such as this.

Strafing allows you to sidestep, an extremely important form of movement in all combat situations. To strafe, move the left analog stick to the left or right. This causes you to move laterally. Strafing is useful for peeking around corners, but it serves many other purposes as well. For instance, during a heated firefight, try strafing erratically to the left and right to avoid getting hit. Your lateral movement makes you difficult to target, causing your opponent to struggle to center the crosshairs on you. Strafing allows you to move in and out of cover without changing your directional facing. This is useful when you need to duck behind a wall or object to reload or avoid incoming fire. Sidestep behind cover without touching the right analog stick. Then when you sidestep out, your sights should be centered your opponent already—assuming he didn't move.



Strafing has numerous applications including:

- Avoiding enemy fire
- Frustrating snipers with zigzagging movements
- Peeking around corners
- Ducking in and out of cover

Circle Strafing

Circle-strafing is the best way to engage enemies equipped with a ballistic shield. You have to hit them from the side or back to cause any damage.



Circle strafing is a tactic that evolved from heated multiplayer sessions of early first-person shooters. It also has applications in single-player games—it drives the enemy bots mad! The tactic allows you to circle around a target while shooting. This makes you tougher to hit while exposing your target to continuous fire from multiple directions.

To practice circle strafing, find a stationary object such as a crate. Use the right analog stick to position the object in the center of the screen. Now, move the left analog stick to the left or right to begin strafing. Meanwhile, adjust the view with the right analog stick compensate for your lateral movements. Try to keep the object centered at all times. As long as you stay focused on the object, you travel in a full circle.

Circle strafing is a classic first-person shooter tactic that has limited application in this game. Use it mostly in extremely close combat situations when you're face-to-face with an enemy. Your lateral movements make you tougher to hit, but moving decreases your accuracy, making the enemy harder to hit too. Automatic weapons make this easier.



Stance, Movement, and Accuracy

Your stance and movement greatly affect the your weapon's accuracy. This standing position provides a stable shooting position, indicated by the small crosshairs.



Crouching causes the crosshairs to shrink even more. This is the most stable firing position.




Jumping totally throws off your accuracy. The same goes for dropping off ledges. Whenever you're in the air, hold your fire until you reach the ground.

Running also reduces your accuracy, but not as much as jumping. So when firing on the run, use an automatic weapon or shotgun to compensate for your lack of control.



Crouching

Crouching increases your accuracy while decreasing your visible profile. Use objects such as these steps for partial cover and concealment.

Crouching  reduces your profile, making you a smaller, more compact target. This is more effective if you use proper cover for concealment—the less you expose to the enemy, the smaller the target you present. All sorts of objects can provide cover, the most ideal being objects you can see over, allowing you to return fire. Find solid objects such as rocks, stone walls, and mounds of rubble. Crates work well too. It's possible to move while crouched, but your speed is reduced significantly. But, like walking, crouched movement allows you to advance silently.



In combat, crouching enhances your weapon's accuracy. Despite your aiming skills, every bullet that leaves your weapon's barrel experiences slight random deviations during its flight path to the target. At close range, such deviations are barely noticeable. But at intermediate to long ranges these ballistic deviations often mean the difference between hitting and missing your target. Crouching helps reduce these deviations, resulting in improved accuracy. So when possible, take a knee before opening fire. This is particularly important when firing pistols.


Crouching behind cover is essential when using weapons with scopes. While looking through a scope, you're vulnerable to attacks from all directions because of the narrow viewing arc. Even if you're being sneaky, you may miss an unsuspecting target, causing him to open fire in your direction. If this happens, you'll be happy you're crouched behind something.



TIP

If you begin a firefight in a standing position, don't crouch. Chances are your opponent is aiming for your torso. Crouching may inadvertently put your head right in the crosshairs.

Jumping

Jumping can save your life. Jump by pressing . This allows you to hop onto small ledges and other low-lying objects. But jumping also serves a useful role in combat. Try jumping around during a firefight to make yourself harder hit. This looks silly, but works well. But jumping greatly reduces your accuracy, so use this primarily as an evasive tactic. Jumping is also useful for rounding blind corners. By jumping into a passageway, you temporarily throw off the aim of any campers waiting for you on the other side. If you come under fire, jump back behind cover.



TIP

If you start taking hits, your movement is temporarily slowed, often pinning you in place while your opponent peppers you with an automatic weapon. However, your ability to jump remains intact. So as soon as you begin taking damage, start jumping. Bullets intended for your head or torso hit lower, usually hitting you in the legs and causing significantly less damage. Continue jumping until you can move out of your opponent's field of fire. This tactic won't always save your life, but it does increase your chances of surviving.

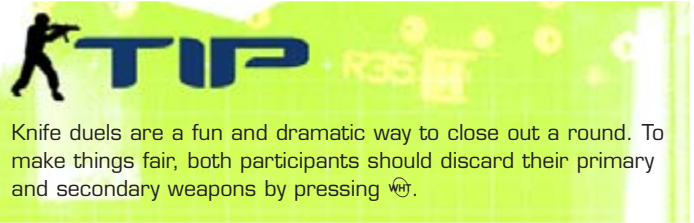


Basic Training

Crouch-Jumping

Crouch-jumping allows you to reach elevated areas such as this ledge overlooking a bomb site.

Veterans of *Half Life* and its numerous mods are well versed on the importance of the crouch-jump. But to newbies, this peculiar move may seem odd at first glance. To pull off a successful crouch-jump, press **Q** to perform a regular jump. Then while you're in the air, press **C**. Technically, the crouch-jump does not make you jump higher or farther. Instead, crouching while in the air pulls your legs up, allowing you to reach higher objects than you could with a regular jump. For instance, many crates are too high to jump upon without performing the crouch-jump. This move also allows you to hop through small gaps such as windows without having to slow down. Mastering the crouch-jump is essential to getting around any map, so if you're not comfortable with it, keep practicing.



Aiming

Whether using a pistol or sniper rifle, always aim for center mass. Torso shots may not cause as much damage as a head shot, but you're more likely to hit—especially if the target is moving.

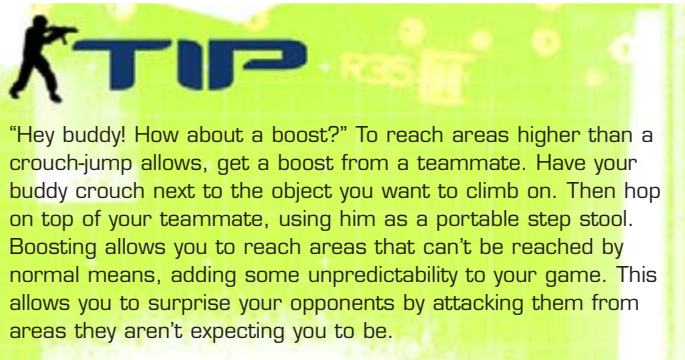


The most common method of attack are firearms. At the beginning of each match, all players are equipped with a knife and pistol, with the opportunity to expand and upgrade their arsenal by purchasing new weapons. You may have noticed that while moving, the crosshairs in the screen change size. While moving or jumping, the crosshairs grow wide. This reflects the limited accuracy of your weapon should you fire it while moving. But when standing still, the crosshairs are fairly small, indicating a more stable shooting position with a higher potential for accuracy. By crouching, the crosshairs shrink even more, providing the most stable stance for shooting—especially with pistols.

Always seek cover when engaging the enemy. This reduces your visible profile, making you much harder to hit.



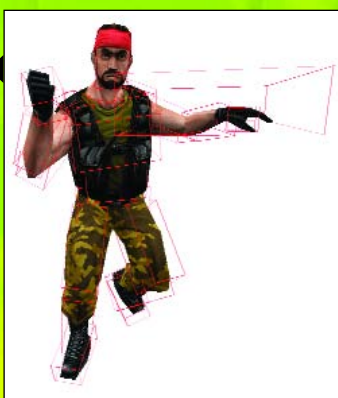
Aiming involves more than placing the crosshairs over an enemy and firing. You need to target specific areas of the enemy's body to take him down quickly. Doing so results in varying degrees of damage. For example, shooting at an enemy's arms and legs won't be lethal. It takes several hits in these areas before the enemy goes down. On the other hand, hitting the target's head or torso causes more damage, and thus uses less ammo. Ideally, aim for the head every time. However, the head is a small target and it takes time to line your sights up properly in a heated firefight. Instead, aim for the torso, which offers the largest target area and is easy to see and hit at any range.



Combat

Now that you have a good idea of how to move around, it's time to look at fighting. Each player has two basic methods of attack. The first is close combat with the knife. This is strictly a last-resort weapon to use when you're out of ammo—or feeling extremely cocky. If possible, sneak up behind a stationary opponent and attack with the knife. There are two different knife attacks; the slash and the stab. To slash with the knife, use **E**. This causes the player to make a lateral slashing motion that's good for dealing with moving enemies. To cause more damage, try the stabbing attack by pressing **Q**. The stab requires more precision, but the damage inflicted is worth the effort. If you get caught in a knife fight, strafe left and right to avoid lunges while backing away. Then move in for the kill as your opponent's side or back is exposed.

The player models in *Counter-Strike* are made up of various hit boxes, each one bound to a specific body area, as shown in the diagram. These hit boxes are invisible in the game, but they play a vital role in registering hits and allocating the appropriate damage for each bullet. The major body areas are the arms, legs, chest, abdomen, and head. Most, but not all, weapons cause lethal damage to the head. The abdomen is another vital area, causing 25 percent more damage than hits to the chest. Damage to the arms and legs is usually the lightest. However, if the target is wearing Kevlar, targeting these limbs may be more effective than going for torso shots. See the "Weapons and Equipment" section for more details on the damage caused by each weapon on these various body areas.



Experiment with the Look Sensitivity options until you find a setting that matches your skill.



When first starting out, consider decreasing the sensitivity of the Look controls. Do this in the Control Options menu. By decreasing the sensitivity, you slow down the rate at which the view pans and tilts when manipulating the right analog stick. Increasing the sensitivity increases the speed. Experiment with the various settings until you find one that works well for you. As your skill increases, adjust the sensitivity accordingly.

If the fast look option is enabled, increase the sensitivity temporarily by clicking on the right analog stick and holding down. As long as you hold down on the stick, the view pans at a faster rate. Release the stick to return the sensitivity to the default setting. The fast look option comes in handy during intense firefights, but can frustrate novices. Keep this option disabled until you have the hang of the controls.

Firing

Automatic weapons produce a significant amount of recoil, causing your sights to drift away from your intended target. Fire in short bursts to reduce the effects of recoil.



When dealing with semiautomatic or bolt-action rifles, firing is as easy as holding your aim and pulling the trigger (R). The introduction of fully automatic weapons increases the learning curve substantially. Although these weapons can spit out a horrific amount of lead in a short time, their recoil sharply decreases your accuracy the longer you hold down the trigger.

Each time a single round is fired, the weapon jerks back, causing the muzzle to climb upward. By the time several rounds pass through the weapon, the aim is far off the intended target. Re-aiming becomes virtually impossible while it bucks out of control. To avoid this, fire automatic weapons in short, controlled bursts. This allows you to fire two or three rounds, adjust your aim, and fire again. You expend less ammo and increase your accuracy.



To compensate for muzzle climb on automatic weapons, gradually move your sights downward while firing to keep your crosshairs centered on the target.

Reloading

Play it safe and reload after each engagement.

Have you ever entered a room full of enemies only to discover that you have two rounds left in your weapon? If you keep an eye on your ammo count and reload frequently, you won't have to worry about such embarrassing situations. Most weapons hold 7-30 rounds in a single clip. Your ammo count is listed in the bottom the screen, so always inspect it before initiating any kind of attack. If your weapon is low on ammo, press X to reload. To be on the safe side, reload after every engagement—you retain the remaining ammo ejected in partially spent clips anyway. Each weapon has a different reloading process, and some take longer than others. Keep this in mind before initiating a firefight and make sure you have cover to duck behind when it's time to reload. If you have to reload in a close combat situation, it's usually faster to change weapons. Be ready to press Y to switch to your pistol.



Basic Training



If you're out of ammo, pick up a fallen player's weapon by looking down at the body and pressing **X**. Alternately, drop your empty weapon by pressing **W**, then walk over the weapon you wish to pick up. Otherwise you have to stop and look down to swap weapons, which can leave you open to attack. Even if you have plenty of ammo, picking up weapons is a great way to upgrade, especially if you're low on cash. It's also the only way to attain weapons unavailable for purchase to your faction.



The Scenarios

The maps in *Counter-Strike* are split between two different scenario types. Demolition scenarios are the most common, requiring the terrorists to bomb one of two specific sites. The hostage rescue scenarios put the terrorists on the defensive as the counter-terrorists attempt to infiltrate the hostage areas and escort them to a rescue point. While the combat basics remain the same in both scenario types, note the slight deviations in the gameplay and victory conditions.

MAP LINE-UP

Map Name	Scenario Type
Airstrip	Demolition
Aztec	Demolition
Chateau	Demolition
Cobble	Demolition
Corruption	Demolition
Dust	Demolition
Dust 2	Demolition
Fastline	Demolition
Havana	Hostage Rescue
Inferno	Demolition
Italy	Hostage Rescue
Miami	Hostage Rescue
Militia	Hostage Rescue
Office	Hostage Rescue
Piranesi	Demolition
Prodigy	Demolition
Stadium	Demolition
Tides	Demolition
Truth	Demolition
Vostok	Demolition



Demolition

During demolition scenarios, all counter-terrorists should buy a Bomb-Defuse Kit. This comes in handy if the terrorists manage to plant the bomb.



Victory Conditions

- Counter-terrorists succeed by defusing the bomb once it has been planted, delaying the terrorists from detonating the bomb until time runs out, or eliminating all of the terrorists before the bomb is planted.

- Terrorists succeed by planting the bomb at a bomb site and preventing the counter-terrorists from defusing it before it explodes, or by eliminating all of the counter-terrorists.

When playing as the terrorists, always secure the bomb site before planting the bomb. Then cover the bomb carrier while the bomb is placed.



Tactical Considerations

- The counter-terrorists should identify and defend the map's choke points. Many times this is easier than defending the bomb sites individually.

- Terrorists should move against the unguarded bomb site as soon as possible in an attempt to plant the bomb before the CT defenders arrive.

- For the CTs, the bomb is the key. Kill the bomb carrier and gather your defenses around the backpack containing the explosives. The terrorists can do no harm to the bomb sites without the bomb, so ambush them as they try to retrieve it.

- Terrorists should move in a group to protect the bomb carrier and prevent the CTs from camping the backpack should the carrier be killed.

- CTs should *always* buy the Bomb-Defuse Kit. This halves the time needed to defuse a bomb. The \$200 is a cheap price to pay when the difference between victory and failure comes down to a few seconds.

- Once the bomb has been placed, the terrorists should back off from the site and engage the CTs at long range while they attempt to defuse it. Sniper rifles work well for this.

COUNTER STRIKE™

Prima's Official Strategy Guide

If the bomb carrier is killed, he drops the explosives contained in this backpack. When playing as a CT, look for this backpack and order your team to gather around it. Consider placing snipers in the distance and pick off the remaining terrorists as they attempt to retrieve the explosives.



Hostage Rescue

All hostages have a health meter. View their health by placing your crosshairs over them. If the hostages are low on health, avoid escorting them to areas where they may have to climb down a ladder or drop off a ledge. Even the slightest fall can kill them.



Victory Conditions

- Counter-terrorists succeed by bringing all living hostages to the rescue zone or eliminating all of the terrorists.
- Terrorists succeed by delaying the hostage rescue until time runs out or by eliminating all of the counter-terrorists.

When playing as a terrorist, use the hostages for cover. Mow down your opponents as they attempt to fine-tune their aim.



Tactical Considerations

- When excess manpower allows, the CTs should split into two squads and attack from different directions. Coordinated attacks on the hostage areas increase your chances of overwhelming the terrorist defenders.
- Watch your fire around the hostages. Injuring or killing them results in stiff monetary fines.
- When defending, the terrorists gain a slight advantage by hiding behind the hostages. This requires the CTs to fine-tune their aim to avoid hitting the hostages.
- The CTs should always bring along flashbangs. These devices allow you to temporarily blind the occupants of an area without harming the hostages.

- Instead of camping near the hostages, the terrorists can try holding near the rescue point(s) in an attempt to intercept the CTs while they escort the hostages.

The ballistic shield comes in handy when escorting the hostages to a rescue point. Lead them out with the shield deployed to protect them (and yourself) from frontal attacks.

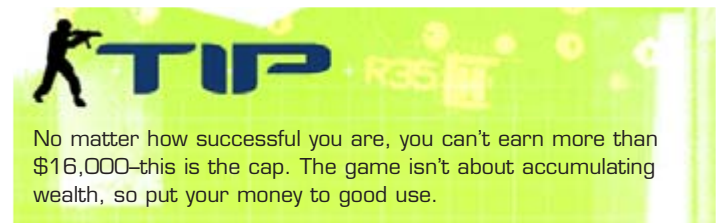


The Money System

At the start of any round, body armor should always be at the top of your shopping list.



Counter-Strike uses a monetary system to reward and penalize players for their actions. This money can be spent on new weapons and gear. This aspect tilts the odds in favor of the most successful team as the rounds progress—those with the most money get the best gear. After all, it's hard to compete against a machine gun when all you can afford is a pistol. But ultimately, the balance lies in the skill of the individual players and the ability to pick up weapons off downed opponents and teammates. Confiscating expensive weapons off the dead is one way an underdog team can get back into the game.



No matter how successful you are, you can't earn more than \$16,000—this is the cap. The game isn't about accumulating wealth, so put your money to good use.



Basic Training

The table below gives a rundown of the various rewards and penalties. As you can see, the penalty for killing a teammate is harsh, but this is possible only if friendly fire is enabled. Injuring or killing hostages also eats away at your funds, with each hit deducting approximately \$200. So watch your fire around the hostages and teammates. Earning money is hard enough—don't throw it all away over a few careless shots.

REWARDS AND PENALTIES

Action	Reward/penalty
Kill an Enemy	\$300
Kill a Teammate	-\$3,300
Injure a Hostage	-\$200 (approx)
Eliminate All Enemies (Hostage Rescue)	\$3,000
Eliminate All Enemies (Demolition)	\$3,250
Counter-Terrorist Only	
Contact a Hostage	\$150
Rescue a Hostage	\$1,000
Rescue All Hostages	\$2,500
Defuse a Bomb	\$3,250
Terrorist Only	
Stop Hostage Rescue	\$2,500
Detonate a Bomb	\$3,500



If you're more successful than your teammates, consider spreading the wealth. While you can't transfer money to your teammates directly, you can buy them weapons.

Purchase multiple primary weapons from the buy menu. Because you can carry only one weapon at a time, the previously bought firearm is discarded onto the ground, giving a teammate a chance to pick it up. When outfitting the less skilled members of your team, buy the K&M SMG. Not only is it cheap, but it's easy to operate. Making sure your team has adequate firepower increases your chances of winning—a good investment by all accounts.



Online Play

Getting Started

Even if you're new to online gaming, don't announce that fact to the world. Start off by creating an online persona. This doesn't have to be anything profound, just a nickname or something unique. Avoid using offensive monikers or anything that draws attention to yourself. Once you've come up with something appropriate, use the Xbox Live menu to find a game to join. The Quick Match option is the fastest way to join a random game and enter the fray.

Watch and Learn

If you die, use Spectator mode to watch the other players. This is a good way to learn the nuances of each map.



Even if you're a veteran of other online shooters, there's still a steep learning curve in becoming familiar with the new maps. Once you're in the game, whizzing bullets and explosions contribute to the chaos of the online battle. Find a teammate and follow him into action—if he's moving, chances are he knows what he's doing. While following, keep an eye open for enemies and offer fire support when needed. You may not last a long time, but following and helping teammates is the best way to become acquainted with a map. Even when you're dead, continue watching the round unfold using the Spectator mode. Press **B** to cycle through the different players. By watching the opponents, you can gain insight into their team's strategies. Everyone plays the game differently. Watch others to become a better player by analyzing what works and what doesn't.

Etiquette

For the most part, other players are courteous and willing to help out newbies. After all, it's the influx of new players that keeps the community alive and growing. However, once in a while, you come across a player who wants to be the center of attention. Although he may be annoying, the best thing to do is ignore him. Unfortunately, situations such as this often result in shouting matches between a few players while everybody else tries to stay focused on the game. Remember, the game is not a chat room. Everything you say goes out to each player, eating up precious bandwidth in the process. It's not considerate to subject your fellow players to long-winded messages that ultimately distract them from the gaming experience. Even if you feel offended, this isn't the appropriate place to defend yourself. Instead, redirect your rage into the game in an attempt to hunt down the offending player. There's nothing more cathartic than blasting a loudmouth with a full auto burst.

Team Play

Regardless of which type of scenario you decide to play, teamwork is the foundation of any successful strategy. Putting the team ahead of yourself may take some getting used to, especially if you're coming from the frag-fest world of deathmatch-oriented games. But after playing for a while, the inherent team-based structure woven into the game's design slowly reveals itself, making it easy to find your place among the chaos of exploding grenades and rapidly firing machine guns.

Get Organized

In online multiplayer games, team strategies are fickle at best, often resulting in lone-wolf tactics. Organizing a team strategy with a bunch of strangers is never easy, so you need to get acquainted with your teammates. This is best done outside the game in independent chat rooms and forums. Use these areas to discuss tactics and strategies.

The existing *Counter-Strike* community is full of clans and similar organizations that emphasize tournament-style play. So if you're a serious player, look into joining a clan or starting one yourself. Most clans offer an organized command structure, providing a sense of order and hierarchy. This allows a few key leaders to formulate a team strategy, while the rest of the team carry out the orders. Clans often meet online for practice skirmishes to test out new strategies.

Practicing is an important part of team play, because it allows the team members to get a feel for the map, strategy, and fellow teammates before a real match. Spend as much time as you can practicing as a team—there's nothing quite as fulfilling as laying waste to an opposing team in record time thanks to preparation and flawless execution.

Communication

The most important aspect of succeeding during any team-play experience is good communication. Because you're sitting only a few feet away from your teammates or talking to them over the *Xbox Live* headset, the logistics of communication should be easy. But in the heat of battle, even the simplest phrases can be difficult to vocalize. For this reason, develop an abbreviated form of communication consisting of concise actions. When issuing orders to your team keep in mind *who* you're talking to, *what* you want them to do, and *where* you want them to do it. Anything more makes things more complicated than it has to be.

Team radio communications appear in the screen's bottom left corner. Watch these messages as well as the radar to locate the position of the communicating teammate.



Better yet, rely on the default radio commands to issue generic orders, then use voice to elaborate on these. There are only four different radio commands, but surprisingly these are more than sufficient to get the job done. The radio commands automatically report your position on the radar, indicated by a flashing dot accompanying the message. This can be useful if you're having a hard time describing your location.

RADIO COMMANDS

Control	Command
	Follow Me
	Taking Fire
	Hold Position
	Report In



Tactics

Camping



Camping is a good way to take your opponents by surprise and rack up some impressive kills in the process.

Not long ago, campers were the scorn of all deathmatch fanatics. Back then campers were seen as no-talent bums who would remain in one well-concealed spot and shoot you in the back as you ran by—often racking up massive numbers of kills and drawing the ire of everyone. But with the introduction of more team-style games, camping has become a more acceptable defensive tactic. In *Counter-Strike* there are multiple situations where camping is beneficial, most of them centered around holding choke points or defending hostages and bomb sites.

When scouting camping positions, keep a few things in mind. First, look for high traffic areas where enemy movement is most likely. Even if you find a killer spot, it won't do you any good if you can't hit anyone from it. Next, look for a well concealed alcove or nook that allows you to get the jump on any opponents moving through the

Basic Training

area. Test out the views and angles from different spots until you find one that fits your needs. If possible, pick a spot with some form of cover, whether it's a tree, rock, or crate. Make sure you have an avenue of escape. Stay away from dead-end areas unless you're confident in your marksmanship skills—you don't want to give the enemy a chance to respond if you're backed up into a corner.

The Buddy System

Stay within visual contact of at least one other team member. This way you can support each other if you come under attack.

A team is most effective when it stays together. But in many pick-up games your teammates disappear in all directions. Such behavior often results in a loss, especially when playing against a team that works together. Teamwork isn't that hard or complicated. By staying within visual range of another teammate, both of you stand a better chance of survival. Staying within visual contact allows you to support one another in the event of an attack or other enemy encounter. So at the beginning of a round, pick a buddy and stick together.



In addition to reconnaissance purposes, running patrols allows you to take the fight to the enemy, engaging them in different spots each round and hopefully intercepting them before they can reach their objective. This adds a degree of unpredictability to your overall strategy, keeping the attackers on their toes at all times.

The Offensive Rush

When defending an area by yourself, the last thing you want to see is a rush attack.



Rush tactics aren't very creative, but it's one of the easiest ways to get your team to act as a single unit. The basic idea is to simultaneously attack a particular point with as many teammates as possible. This usually works best at the beginning of a round while your opponents are scrambling to reach defensive positions.

Begin by communicating with your team, ordering them to hit a particular area or to simply follow your lead. By moving en masse, you stand a better chance of reaching the objective intact while steamrolling over any opposition that gets in the way. Defenders are most likely to be spread out among different areas, giving you a numerical advantage in almost every engagement.

However, avoid rushing through narrow areas where ambushes are likely. If you're not careful, you could walk into a trap, leaving your team open to annihilation. This is why it's so important to move out quickly—don't give the opposition the chance to set up ambushes. So if your team isn't moving to an objective within the first 20 seconds of a round, reconsider your tactics.



Ideally, snipers should always enlist the help of a teammate to cover them. Lone snipers are vulnerable to close range and rush attacks. A teammate with an automatic weapon can help suppress such attacks, buying the sniper more time to pick off the enemies one-by-one.

The Roving Defense

Instead of camping the objectives, split your team up into small squads and scour the map for the enemy. Watch your spacing to avoid falling victim to ambushes.



When taking on a defensive role, the knee-jerk reaction is to camp near the pertinent objectives, whether it is a bomb site or a hostage area. On some maps, such defensive tactics are beneficial and prudent. But your whole team needn't kick back and play the waiting game. So in games where you have defenders to spare, form mini-squads and running patrols of the surrounding corridors and choke points.

The purpose of this is twofold. First, you can locate and report enemy positions. Knowing where the enemy is allows your team to adjust defenses accordingly. In



Rush tactics are best used by the terrorists on the demolition maps. Always rush the bomb site farthest away from the CT insertion point. In many cases you can reach these sites before the CTs do, giving you ample time to set up a defensive perimeter.



Weapons & Equipment

Counter-Strike includes 24 different firearms, each with its own stats and characteristics. We look at each weapon as well as the various other equipment you can buy. So take some time to get familiar with the weapons and gear, and use the information to devise load-outs that best fit your team's tactics.



The diagrams in this chapter use a color code to reflect the amount of damage each round inflicts on the various body regions. On the screens below, the left side is shown *without* armor, while the right side is shown *with* armor. Refer to the table below to read these diagrams.

DAMAGE KEY

Color	Damage	Damage Range (in health points)
Green	Light	0–25 hp
Yellow	Moderate	26–50 hp
Orange	Heavy	51–75 hp
Red	Extreme	76–99 hp
Black	Lethal	100+ hp



228 Compact

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$600

Country of Origin:

Switzerland/Germany

Caliber: .357 SIG

Projectile Wt.: 8.1 g

Clip Capacity: 13 Rounds

Muzzle Velocity: 1,400 fps

Rate of Fire: N/A

Muzzle Energy: 600 Joules

Alternate Fire: None

Max Ammo: 65

Availability: All

Description: The 228

Compact is a rugged backup weapon. Chambered for a high-powered round, the 228 can take down targets quickly at close range, but cannot deliver precise fire.

Notes: The relatively large

.357 caliber gives the 228 Compact significant knock-down capability, making it a desirable upgrade for both the CTs and terrorists. To enhance the firearm's accuracy, fire from a crouched position and allow the pistol to settle after each shot. The recoil is significant enough to throw off your aim, so pause between shots and readjust your aim.



9x19 mm Sidearm

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$400

Country of Origin: Austria

Caliber: 9mm Parabellum

Projectile Wt.: 8 g

Clip Capacity: 20 Rounds

Muzzle Velocity: 1,132 fps

Rate of Fire: N/A

Muzzle Energy: 475 Joules

Alternate Fire: 3x Burst-fire

Max Ammo: 140

Availability: All

Description: A compact pistol with an advantage, the 9x19 mm Sidearm shifts from semiautomatic to a deadly three-round burst mode when you press the alternate fire button.

Notes: When fired semiautomatically, the Sidearm is pretty accurate, but lacks the power found in other pistols. However, when the handgun is switched to three-round burst mode, it delivers a deadly punch. This allows the firearm to discharge three rounds in quick succession. It's not accurate, but at close range it doesn't matter. All the shooter has to do is keep the trigger depressed to fire a continuous barrage of three-round bursts. This is the default pistol of terrorists, so CTs may want to consider swapping pistols off a dead opponent—especially when fighting in close quarters. In addition to the burst mode, the 200-round clip capacity is an attractive feature.

Weapons & Equipment



K&M .45 Tactical

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$500

Country of Origin: Germany

Caliber: .45 ACP

Projectile Wt.: 15.2 g

Clip Capacity: 12 Rounds

Muzzle Velocity: 886 fps

Rate of Fire: N/A

Muzzle Energy: 553 Joules

Alternate Fire: Silencer

Max Ammo: 112

Availability: All

Description: A reliable backup weapon, the K&M .45 Tactical pistol comes with a detachable silencer for quiet takedowns. Press the alternate fire button to attach it.

Notes: This is the default counter-terrorist pistol, and the only secondary weapon that comes equipped with an optional silencer. Chambered in .45 caliber, the firearm delivers plenty of punch, but suffers from a limited 12-round clip capacity. As expected, the silencer slightly reduces the pistol's accuracy and power, but the benefits of noise reduction and muzzle flash suppression are a good payoff. But be careful when attaching and detaching the silencer—it takes a couple of seconds to make these modifications, leaving you open to attack.



Night Hawk .50C

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$650

Country of Origin: Israel

Caliber: .50 Action Express

Projectile Wt.: 19.4 g

Clip Capacity: 7 Rounds

Muzzle Velocity: 1,380 fps

Rate of Fire: N/A

Muzzle Energy: 1,650 Joules

Alternate Fire: None

Max Ammo: 42

Availability: All

Description: An intimidating weapon, the Night Hawk .50C fires a half-inch slug that can penetrate walls much as rifle rounds do. Low clip capacity makes it a last-ditch weapon.

Notes: The Night Hawk is the most powerful handgun at your disposal. But this power comes at the cost of a limited seven-round clip capacity. Still, if you're a good shot, you won't have to reload often. The huge .50 caliber rounds cause significant damage, even if your target is equipped with body armor. In fact, the Night Hawk is the only pistol capable of penetrating walls and other objects—a quality otherwise limited to weapons in the rifle class.



ES Five-Seven

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$750

Country of Origin: Belgium

Caliber: 5.7x28 mm

Projectile Wt.: 2 g

Clip Capacity: 20 Rounds

Muzzle Velocity: 2,345 fps

Rate of Fire: N/A

Muzzle Energy: 465 Joules

Alternate Fire: None

Max Ammo: 120

Availability: CT only

Description: Available only to counter-terrorist forces, the ES Five-Seven is a formidable handheld weapon, holding 20 rounds and capable of devastatingly accurate shots.

Notes: While the Five-Seven sports impressive accuracy, its small 5.7x28 mm rounds cause little damage, especially against body armor. But if you're an expert marksman, this pistol is handy for scoring distant head shots. The 20-round clip capacity also gives this weapon a slight advantage over most of the other pistols. Use this pistol during stand-off defensive situations. While it may lack the power of your opponent's handgun, you're likely to score more hits in a toe-to-toe duel.



.40 Dual Elites

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,000

Country of Origin: Italy

Caliber: 9 mm Parabellum

Projectile Wt.: 8 g

Clip Capacity: 15 Rounds (per pistol)

Muzzle Velocity: 1,280 fps

Rate of Fire: N/A

Muzzle Energy: 606 Joules

Alternate Fire: None

Max Ammo: 150

Availability: Terrorist only

Description: The .40 Dual Elites make a lethal pair of pistols for any terrorist. The two guns hold an impressive round count together but take time to reload, often requiring cover.

Notes: The main advantage of purchasing these dual pistols is the impressive 30-round ammo count—plus they look pretty cool. But beyond these features, the Dual Elites are underpowered and inaccurate. Even worse, they take a long time to reload. Considering the steep price, you're better off spending your money on a different pistol, or save up for a good rifle or SMG.



All automatic weapons experience varying degrees of muzzle climb due to recoil. However, you can use this to your advantage. When operating such a weapon, aim around the mid torso on your opponent and unleash a barrage of automatic fire. The first few rounds will hit approximately where you aimed, but the subsequent rounds will hit higher, potentially hitting your opponent's head.



ES C90

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$2,350
Country of Origin: Belgium
Caliber: 5.7x28 mm
Projectile Wt.: 2 g
Clip Capacity: 50 Rounds
Muzzle Velocity: 2,345 fps
Rate of Fire: 900 rpm
Muzzle Energy: 465 Joules
Alternate Fire: None
Max Ammo: 150
Availability: All

Description: The ES C90 touts average accuracy but a high rate of fire. Its 50-round clip allows a 20-round or greater advantage over most enemies. That can make all the difference in the world.

Notes: This submachine gun is awesome for close-quarter combat. The C90 is specifically designed for peppering targets at close range with high volumes of fire and should be deployed accordingly. Although it's pricey, its impressive rate of fire and large clip capacity are worth it. There are certain situations where this weapon is totally ineffective. For instance, at intermediate to long ranges, you'll have a difficult time hitting your targets. Furthermore, the small caliber rounds cause little damage, particularly when your target is wearing body armor.



K&M UMP45

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,700
Country of Origin: Germany
Caliber: .45 ACP
Projectile Wt.: 15.2 g
Clip Capacity: 25 Rounds
Muzzle Velocity: 1,005 fps
Rate of Fire: 600 rpm
Muzzle Energy: 625 Joules
Alternate Fire: None
Max Ammo: 125
Availability: All

Description: A rugged SMG, the K&M UMP45 delivers a powerful punch for quick target takedowns, but fires slowly and has a smaller clip than other SMGs.

Notes: The UMP45 is the most powerful submachine gun, but it has too many deficiencies to be considered a wise purchase. The large .45 caliber rounds come at the cost of a small 25-round clip capacity, and it has heavy recoil and the slowest cyclic rate of all weapons in its class. While these issues may not seem significant now, wait till you're stuck in an intense firefight. To fight the effects of recoil and conserve ammo, fire in short bursts, firing no more than three rounds at a time. This improves the weapon's accuracy considerably. If you're not too trigger happy, the UMP45 can be tamed, but it takes practice.



K&M Sub-machinegun

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,500
Country of Origin: Germany
Caliber: 9 mm Parabellum
Projectile Wt.: 8 g
Clip Capacity: 30 Rounds
Muzzle Velocity: 1,132 fps
Rate of Fire: 800 rpm
Muzzle Energy: 637 Joules
Alternate Fire: None
Max Ammo: 130
Availability: All

Description: A reliable, accurate close-quarters weapon, the K&M Submachinegun has a high degree of accuracy, a quick reload time, and a fast rate of fire.

Notes: While it may not be the most powerful or feature the largest clip capacity, the K&M SMG still stands out as the best submachine gun, and arguably the game's most cost-effective weapon. What makes the SMG stand out from the rest of the weapons in this class is its incredible accuracy. Even when fired automatically, the rounds are grouped in a tight cluster. The weapon does experience some initial muzzle climb, but after the first few rounds it levels out. This quality allows you to aim and fire with confidence, knowing that most of your rounds will hit the intended target.

Weapons & Equipment



Schmidt Machine Pistol

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,250

Country of Origin: Austria

Caliber: 9 mm Parabellum

Projectile Wt.: 8 g

Clip Capacity: 30 Rounds

Muzzle Velocity: 1,280 fps

Rate of Fire: 857 rpm

Muzzle Energy: 606 Joules

Alternate Fire: None

Max Ammo: 150

Availability: CT only

Description: Favored by close-quarters counter-terrorist operators, the Schmidt Machine Pistol is fitted with a silencer to maintain a stealthy profile and has a high rate of fire to shred close-up targets.

Notes: The Schmidt MP is one of the weakest weapons in terms of firepower. However, it has an awesome cyclic rate and quick reload time. Still, the weapon is temperamental and best operated by a pro. This is usually a favorite weapon of counter-terrorist campers on demolition maps. The weapon's integrated silencer makes it quiet while eliminating muzzle flash. It is perfect for use in dark settings. Lay into your target, especially at close range. Don't be surprised if you nearly expend a full clip on your opponent before he goes down. Aim for the legs—this usually causes more damage than shots to the torso when your opponent wears Kevlar armor.



Ingram Mac-10

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,400

Country of Origin: USA

Caliber: .45 ACP

Projectile Wt.: 15.2 g

Clip Capacity: 30 Rounds

Muzzle Velocity: 919 fps

Rate of Fire: 857 rpm

Muzzle Energy: 584 Joules

Alternate Fire: None

Max Ammo: 130

Availability: Terrorist only

Description: A powerful but inaccurate weapon, the Ingram Mac-10 is suited for close quarters, where its large-caliber round can hit its mark. The price makes it a popular terrorist weapon.

Notes: Like the UMP45, the Mac-10 fires a .45 caliber round, giving it plenty of punch—assuming you can hit anything with it. The short barrel makes the weapon extremely inaccurate. Add the high rate of fire and heavy recoil to the equation and you have a highly unpredictable firearm. It can be effective at close range for tasks such as sweeping rooms, but don't fire it around hostages or friendly units. No matter how good your aim is, you never can be totally certain where your bullets will hit. Considering that the K&M Sub-machinegun is only \$100 more, you're better off skipping the Mac-10 altogether.



Clarion 5.56

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$2,250

Country of Origin: France

Caliber: 5.56 mm NATO

Projectile Wt.: 4 g

Clip Capacity: 25 Rounds

Muzzle Velocity: 2,212 fps

Rate of Fire: 1,100 rpm

Muzzle Energy: 1,712 Joules

Alternate Fire: 3x Burst-fire

Max Ammo: 100

Availability: CT only

Description: Available only to counter-terrorists, the Clarion 5.56 rifle is equipped with a burst-fire selector, accessed by the alternate fire button, which helps conserve ammunition.

Notes: The Clarion 5.56 has the fastest rate of fire, but the bullets disappear quickly given the weapon's limited 25-round clip capacity. The rifle also experiences significant recoil, making it difficult to control when fired automatically. The rifle's burst mode allows the weapon to fire three rounds in quick succession. The first round usually hits where you're aiming, while the remaining two rounds hit a few inches below. Try aiming for the head. Even if the first round misses, the next two rounds will hit the enemy in either the chest or abdomen. The burst mode works best at intermediate to long ranges, so switch to automatic mode when short-range encounters are likely.



Defender

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$2,000

Country of Origin: Israel

Caliber: 5.56 mm NATO

Projectile Wt.: 4 g

Clip Capacity: 35 Rounds

Muzzle Velocity: 2,013 fps

Rate of Fire: 675 rpm

Muzzle Energy: 1,712 Joules

Alternate Fire: None

Max Ammo: 105

Availability: Terrorist only

Description: A cheap and durable rifle, the Defender can deliver accurate fire, but only in short bursts. Crouch and fire slowly and deliberately with this weapon.

Notes: The Defender has a slightly larger clip capacity than the other weapons in its class, making it an attractive purchase for trigger-happy players. Although it's cheap, the Defender should never be underestimated. In addition to its large clip capacity, the rifle also sports above average accuracy when fired in short bursts. When engaging targets at intermediate or long range, try squeezing off no more than three rounds at a time. Otherwise the rifle bucks wildly out of control. Exercise the same discipline when operating at short range to ensure hits and conserve ammo.



Maverick M4A1 Carbine

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$3,100
Country of Origin: USA
Caliber: 5.56 mm NATO
Projectile Wt.: 4 g
Clip Capacity: 30 Rounds
Muzzle Velocity: 2,900 fps
Rate of Fire: 685 rpm
Muzzle Energy: 1,570 Joules
Alternate Fire: Silencer
Max Ammo: 120
Availability: CT only

Description: A compact and deadly battle rifle, the Maverick M4A1 Carbine is the best overall counter-terrorist weapon. For stealth work, pressing the alternate fire button attaches a silencer.

Notes: The M4A1 fires the same 5.56 mm NATO round as the Clarion 5.56 and Defender, but it's easier to control when firing automatically due to lessened recoil. This allows the rifle to fire longer bursts with better accuracy. Pause after a few rounds to readjust your aim, especially at long range. The optional silencer reduces accuracy and power slightly. The addition of a silenced rifle to your arsenal allows you to kill at long ranges without giving away your position. Use this during stealthy approaches, particularly when rescuing hostages, or for defensive camping. The silencer also works as a flash suppressor, making you harder to spot from a distance.



CV-47

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$2,500
Country of Origin: Russia
Caliber: 7.62 mm NATO
Projectile Wt.: 7.9 g
Clip Capacity: 30 Rounds
Muzzle Velocity: 2,329 fps
Rate of Fire: 600 rpm
Muzzle Energy: 1,992 Joules
Alternate Fire: None
Max Ammo: 120
Availability: Terrorist only

Description: The ubiquitous terrorist rifle, the CV-47 packs a devastating punch but can be hard to control beyond a few fully automatic shots. Crouch when firing for best results.

Notes: Given the relatively cheap price, the CV-47 is an extremely powerful rifle easily capable of penetrating body armor. But like the Defender, it becomes highly unstable when fired automatically, so fire no more than a couple of rounds at a time. If you're quick at releasing the trigger, you can fire just one round with exceptional accuracy. Try going for head shots to get the instant kill. Due to its wild automatic fire, the rifle is best deployed at intermediate to long ranges. It can hold its own during close-quarter firefights, but is usually outperformed by smaller and more accurate weapons. Still, the rifle has no problem punching through walls and other objects, limiting your opponents' hiding spots.



Bullpup

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$3,500
Country of Origin: Austria
Caliber: 5.56 mm NATO
Projectile Wt.: 4 g
Clip Capacity: 30 Rounds
Muzzle Velocity: 2,900 fps
Rate of Fire: 727 rpm
Muzzle Energy: 1,570 Joules
Alternate Fire: Zoom
Max Ammo: 120
Availability: CT only

Description: A favored counter-terrorist rifle, the Bullpup is equipped with a compact scope to aid in long-range shots. Press the alternate fire button to zoom in and take precision shots.

Notes: The Bullpup is similar to the M4A1. However, the Bullpup is equipped with a scope that can be used to zoom in on targets, making it more appropriate for long-range engagements. While the zoomed-in view isn't a true sniper scope, it can be used to fine tune your aim. Begin by placing your crosshairs over the target, then press **Q** to zoom in. This gives you a closer view of the target, allowing you to see where your bullets hit. Because there are no crosshairs in this view, don't adjust your aim while in this mode. To readjust your aim, snap out of the zoom mode by pressing **Q** again. The Bullpup requires a lengthy reloading sequence, so find some cover before your clip runs low.



Krieg 552 Commando

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$3,500
Country of Origin: Switzerland
Caliber: 5.56 mm NATO
Projectile Wt.: 4 g
Clip Capacity: 30 Rounds
Muzzle Velocity: 2,900 fps
Rate of Fire: 727 rpm
Muzzle Energy: 1,570 Joules
Alternate Fire: Zoom
Max Ammo: 120
Availability: Terrorist only

Description: A versatile infantry weapon equipped with a compact scope, the Krieg 552 Commando is considered the best overall terrorist rifle. Use the scope by pressing the alternate fire button.

Notes: The Krieg 552 is the terrorists' answer to the Bullpup. Identical in almost every way, the 552 causes more damage—but only by a couple more health points. Of all the non-sniper rifles available to the terrorists, this is the easiest to use. Not only does the scope offer zoomed-in views, but the rifle's stability allows relatively long auto bursts without a major reduction in accuracy. So if you're looking for a rifle that can place high volumes of fire within a small space, the 552 is an excellent choice.

Weapons & Equipment



Krieg 550 Commando

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$4,200

Country of Origin:

Switzerland

Caliber: 7.62 mm NATO

Projectile Wt.: 8 g

Clip Capacity: 20 Rounds

Muzzle Velocity: 2,800 fps

Rate of Fire: N/A

Muzzle Energy: 2,200 Joules

Alternate Fire: Zoom 2x

Max Ammo: 120

Availability: CT only

Description: A semiautomatic sniper weapon, the Krieg 550 Commando can deliver rapid long-range fire but is inaccurate. Press the alternate fire button to zoom in with your scope.

Notes: This cousin of the Krieg 552 bridges the gap between assault rifles and sniper rifles. While the 552 is available only to terrorists, this variant can be purchased only by the CTs. Other than physical similarities, the rifles really are quite different. The 550 is designed primarily for sniping, as indicated by its 2x scope and lack of crosshairs in the default first-person view. This makes it worthless at close range, but you can use the scope to zoom in on enemies and pick them off at great distances. The 550 is the weakest of all sniper rifles, but its semiautomatic functionality and limited recoil allows you to plug multiple rounds into your target with fairly reasonable accuracy.



D3/AU-1 Semi-Auto Sniper Rifle

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$5,000

Country of Origin: Germany

Caliber: 7.62 mm NATO

Projectile Wt.: 8 g

Clip Capacity: 20 Rounds

Muzzle Velocity: 2,800 fps

Rate of Fire: N/A

Muzzle Energy: 2,200 Joules

Alternate Fire: Zoom 2x

Max Ammo: 80

Availability: Terrorist only

Description: An advanced precision weapon, the D3/AU-1 Semi-Auto Sniper Rifle takes a steady aim and more than one hit on targets to take them down. Press the alternate fire button to activate the scope.

Notes: Often seen as the parallel counter to the CTs' Krieg 550, the D3/AU-1 Semi-Auto Sniper Rifle is a superior weapon. Although it's not the most powerful sniper rifle, the D3/AU-1 is the most well-rounded, offering a balance of power, rate of fire, and accuracy. This versatility makes it easy to use in both defensive and offensive roles. The semiautomatic function makes this rifle easier to use when engaging moving targets. This allows you to fire more rounds at your enemy as they move, as opposed to waiting for them to stop before taking that one lethal shot. One drawback is the D3/AU-1's lengthy reloading process so find some cover before changing clips.



Schmidt Scout

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$2,750

Country of Origin: Austria

Caliber: 7.62 mm NATO

Projectile Wt.: 8 g

Clip Capacity: 10 Rounds

Muzzle Velocity: 2,800 fps

Rate of Fire: N/A

Muzzle Energy: 2,200 Joules

Alternate Fire: Zoom 2x

Max Ammo: 70

Availability: All

Description: For a mobile, cost-effective sniper weapon, the Schmidt Scout is the preferred choice. Press the alternate fire button to zoom in on the target's head for the most effective takedown.

Notes: The Schmidt Scout is the first sniper rifle you'll be able to afford. But that doesn't mean it's a good purchase. Of all the sniper rifles, it's the most difficult to use, often requiring two or more hits to take down an enemy. What's worse is that the scope view is interrupted after each shot while the rifle's bolt is operated and a new round is loaded into the chamber. This often causes you to lose your target, requiring you to reacquire it before firing your second shot. In short, this isn't the rifle to choose if you're new to sniping. However, in the hands of an expert sniper, the Scout presents a serious threat.



Magnum Sniper Rifle

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$4,750

Country of Origin: UK

Caliber: .338 Lapua Magnum

Projectile Wt.: 16.2 g

Clip Capacity: 10 Rounds

Muzzle Velocity: 3,000 fps

Rate of Fire: N/A

Muzzle Energy: 7,000 Joules

Alternate Fire: Zoom 2x

Max Ammo: 40

Availability: All

Description: Regarded as the ultimate sniper's weapon, the Magnum Sniper Rifle delivers a round that can take down targets in a single shot. Press the alternate fire button to zoom in with your scope before firing.

Notes: When it comes to pure power, no other weapon comes close to the Magnum Sniper Rifle. This rifle can punch through body armor like it wasn't there, resulting in lethal injury to every body region except for the limbs. In fact, the rifle is powerful enough to penetrate and kill multiple enemies with a single round. The rifle is best deployed in distant defensive positions where you have little chance of being attacked or flanked. Try to cover narrow alleys or other compact passageways where your enemy's opportunity for lateral movement is limited. Don't bother with a head shot—a square hit to the torso is more than enough to drop anyone.



Leone 12 Gauge Super

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$1,700

Country of Origin: Italy

Caliber: 12 Gauge

Projectile Wt.: 3.8 g/pel

Clip Capacity: 8 Rounds

Muzzle Velocity: 1,250 fps

Rate of Fire: N/A

Muzzle Energy: 2,429 Joules

Alternate Fire: None

Max Ammo: 40

Availability: All

Description: The Leone 12 Gauge Super shotgun delivers a tremendous knockdown at close range, though its pump action makes it slow.

Notes: The Leone 12 Gauge Super fires too slowly to compete with the rapid fire of your opponents' assault rifles and submachine guns. Use this shotgun at intermediate range, preferably while using cover. This gives you a much better chance of surviving an encounter against an automatic weapon-toting enemy. For a combat shotgun, this model's buckshot spread is tight. This ensures that more of the buckshot finds its way into the target, even at longer ranges. It takes a couple of shots to down an enemy, but you stand a better chance of surviving by keeping your distance. This shotgun is loaded one shell at a time. As a rule, reload after each shot or engagement. This way you can avoid the lengthy process of loading eight shells at once.



Leone YG1265 Auto Shotgun

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$3,000

Country of Origin: Italy

Caliber: 12 Gauge

Projectile Wt.: 3.8 g/pel

Clip Capacity: 7 Rounds

Muzzle Velocity: 1,250 fps

Rate of Fire: 400 rpm

Muzzle Energy: 2,429 Joules

Alternate Fire: None

Max Ammo: 40

Availability: All

Description: A gas-operated gun, the Leone YG1265 Auto Shotgun automatically cocks between shots, providing close-range punch with a fast firing rate. It depletes ammo quickly; reload often.

Notes: The Leone YG1265 is a fully automatic shotgun, making it more suitable than the Super for close-quarter firefights. In fact, short-range engagements are about all the YG1265 is good for. Unlike the Super, this model fires a wide spread of buckshot, making it awesome for close-quarter fighting, but nearly worthless for firing at more distant targets. The automatic function is nice in a pinch, but once you run out of ammo, you have to load the weapon one shell at a time. To avoid these lengthy reload sequences, go easy on the automatic fire and keep replenishing shells on a regular basis.

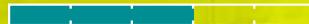


ES M249 Para

Firepower:



Fire Rate:



Accuracy:



Reload Rate:



Cost: \$5,750

Country of Origin: Belgium

Caliber: 5.56 mm

Parabellum

Projectile Wt.: 4 g

Clip Capacity: 100 Rounds

Muzzle Velocity: 3,000 fps

Rate of Fire: 600 rpm

Muzzle Energy: 1,600 Joules

Alternate Fire: None

Max Ammo: 300

Availability: All

Description: A belt-fed machine gun, the ES M249 Para can lay down a spray of deadly fire, and it holds 100 rounds per clip. Extended fire with the weapon tends to be inaccurate, however.

Notes: The ES M249 Para is the most expensive weapon in the game, but its performance is mediocre when compared with weapons half its price. But what the M249 does better than any other weapon is lay down a continuous curtain of automatic fire. This is most valuable in defensive situations but also can be used when covering an advance. This heavy machine gun is most effective and accurate when fired from a crouched position with short controlled bursts. After firing five or six rounds, the weapon tends to buck out of control, spitting bullets everywhere. The M249 can penetrate most walls and objects, so use caution around hostages and teammates.



Ballistic Shield

Cost: \$2,200

Availability: CT only

Description: Counter-terrorists can purchase the Ballistic Shield, which is combined with the ES Five-Seven pistol and deployed by pressing the alternate fire button. The shield's bulk prohibits the use of another primary or secondary weapon. For stats and diagram information see the Five-Seven pistol on page 13.

Notes: The Ballistic Shield is new to *Counter-Strike* providing the counter-terrorists with some new tactical options. This is a team-oriented piece of equipment, so don't go out on your own with the shield—use the low-powered Five-Seven for self-defense only. The shield is perfect for leading advances through narrow passages or for providing a mobile obstacle for your teammates to take cover behind. No matter what the enemy throws at you, the shield cannot be penetrated. When using the shield, you must be aware of your surroundings and keep the enemy in front of you at all times. Otherwise you can be flanked and easily killed. When the shield is deployed, your movement is slow and your visibility is limited to the small rectangular slat. So lower the shield when there are no threats in the immediate area. In demolition maps, bombs can be defused while the shield is deployed, offering you some extra protection during the vital operation—but it will not protect you if the bomb explodes in your face.

Weapons & Equipment

Equipment

Flashbang Grenade



Cost: \$200

Description: Use the Flashbang Grenade to temporarily blind and deafen targets. It's often used in hostage rescue. Don't look at it when it goes off.

Notes: Of all three grenades, the flashbang is the most versatile, with a great effective range that blinds and partially deafens everyone within its line of sight. The blinding effects last longer the closer you are to the device when it goes off. Toss these directly at your enemies for optimal effect. Unlike the other grenades, you can carry two flashbangs.

High-Explosive (HE) Grenade



Cost: \$300

Description: The HE grenade causes damage in a wide radius, and it can damage you if you stray too close when it goes off.

Notes: The HE grenade is great for softening up enemies, but doesn't have the punch to take them out completely. If friendly fire is turned on, be cautious when using these grenades—you can injure or even kill a teammate. Toss this grenade in the opening moments of a round when you first encounter the enemy.

Smoke Grenade



Cost: \$300

Description: A smoke grenade is a slow-burning distraction device, designed to produce a screen of smoke to mask a team's position. Such a grenade is best used when moving from one location to another.

Notes: This grenade produces a thick cloud of white smoke. Over time, the cloud's radius shrinks as the smoke dissipates. Use this to cover your team's movements or to limit visibility in certain areas. If your team is stuck with short-range weapons, toss one of these in a long alley or similar area to prevent the enemy from picking you off with sniper rifles. Or toss one in a bomb site while defending it, forcing your enemy to move through the smoke to plant or defuse the bomb.

Kevlar Vest



Cost: \$650

Description: Kevlar is a high-strength woven material that reduces damage from bullets. This Kevlar Vest, which covers the torso, is an essential item to survival on the field.

Notes: If you can't afford the Ballistic Helmet, buy this vest. The Kevlar Vest reduces the amount of damage caused to the chest and abdomen regions—the areas most likely targeted by your opponents. Although your health regenerates at the beginning of each round, the condition of your armor doesn't. Each round your armor absorbs causes a certain amount of damage, reflected in the armor meter at the bottom of the screen. While it's not necessary to buy new armor every round, you may want to replace it after two or three rounds—assuming you take damage or live that long.

Kevlar Vest and Ballistic Helmet



Cost: \$1,000

Description: To further protect yourself in a firefight, buy a Kevlar Vest and Ballistic Helmet, which protects both your torso and your head.

Notes: If you have the money, buy this armor combination at the beginning of a round. The addition of the Ballistic Helmet increases your chance of surviving a head shot. Most head shots produce lethal results, but the helmet absorbs most of this damage, buying you enough time to seek cover. If you get shot in the head you'll know it, by the loud "Tink!" sound of the bullet hitting the helmet followed by the immediate reduction in your health.

Bomb-Defuse Kit



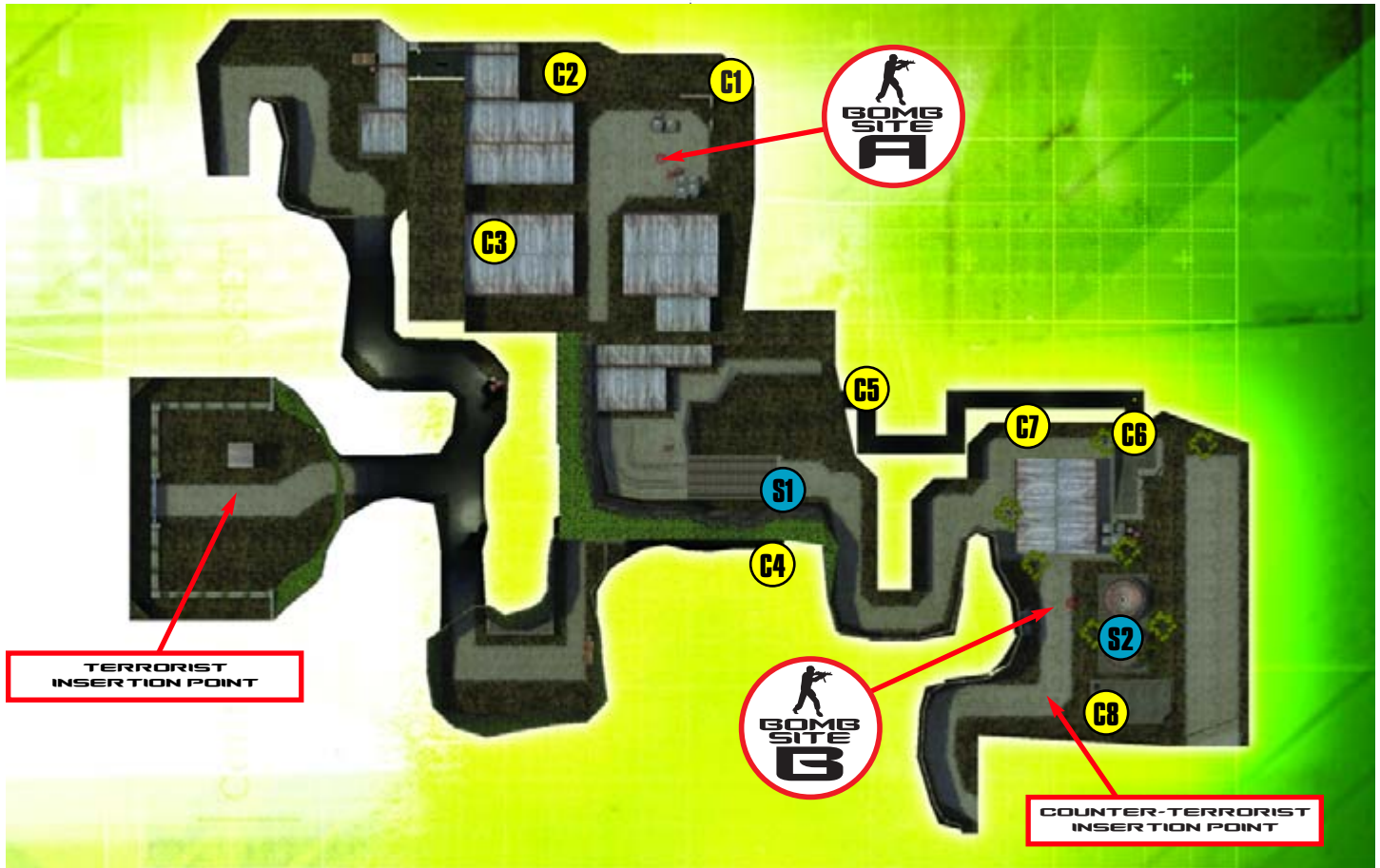
Cost: \$200

Description: All CTs are trained in defusing bombs, but this kit considerably cuts down the time needed to defuse a bomb.

Notes: When playing on demolition maps, always purchase one of these kits. Defusing a bomb takes about 10 seconds. Using the kit reduces this time in half, to about five seconds. Spending \$200 for five seconds may seem steep, but many times it's the difference between winning and losing. So after buying your armor, pick up one of these kits before blowing the rest of your money on weapons and ammo.

Airstrip

Map Type: Demolition



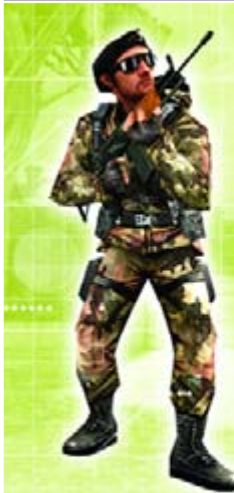
Counter-Terrorists



Seal Team 6 Mission: Terrorists plan to bomb the jungle airstrip. Eliminate the terrorists and prevent the bomb from going off.

Overview: At the outset of each round, your team's main goal is to reach and secure bomb site A. This site is likely to be rushed by the terrorists, and if you don't get there quickly, they can plant the bomb and set up stiff defenses. Just as important is covering the two paths leading to bomb site B. Do this by securing the area near the bridge and drainage pipe. This is a better option than defending bomb site B, because it puts you closer to bomb site A, giving you a few more seconds to counterattack and defuse the bomb. For best results, use two teams to defend these key areas.

Terrorists



Arctic Avengers Mission: Infiltrate the jungle airstrip and detonate a bomb near the fuel tanks or the warehouse.

Overview: Rushing bomb site A is the quickest way to plant the bomb, but it's also the most obvious tactic. On the other hand, it might be the best option. Bomb site B is near the CT insertion point, making it a potential enemy stronghold. The paths leading to the site are also treacherous, usually swarming with CT campers and snipers. So try hitting bomb site A with a diversionary attack in an effort to draw CT defenders away from these choke points. Meanwhile, send a small team (with the bomb) to infiltrate bomb site B.

Key Locations

Bomb Site A

Located near the map's center, bomb site A usually experiences some heavy fighting. It's an attractive spot for the terrorists because it can be reached before the CTs have a chance to adequately dig in.

If both sides make a break for this site at the outset, the terrorists and CTs arrive at about the same time, making for some intense firefights. Despite its central location, there are only two major entry points, both in the opposing hangars adjacent to the bomb site.



Bomb Site B

The CTs have a much easier time defending bomb site B, because they spawn here. In addition, the site can be accessed only from two points, making it easy to lock down. One entry point is along the winding path next to the hangar. The other entry point is the drainage pipe opening on the other side of the hangar. Both of these spots can be covered from the two large fuel tanks next to the bomb site.



No ladders lead up to the fuel tanks, so you need to find another way up. Move to this damaged structure next to one of the tanks. Face the low point and jump up on the thin wall.



While balancing on the wall, turn right and crouch-jump up on the highest point of the damaged wall.



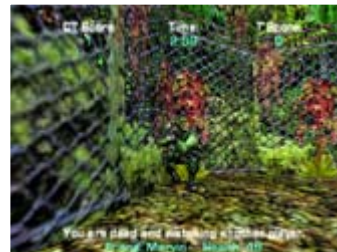
Once you're on the highest point of the wall, turn right. If possible, back up a step or two, then rush forward and jump over to the fuel tank. It may take a couple of tries, but once you get it down it should be easy.



Camping Spots

C1

This is a decent spot for both CTs and terrorists covering bomb site A. Although the site is obscured by the large concrete barrier, two of the main entry points can be covered from this corner. CTs can aim into the hangar (as shown) to pick off any terrorists moving toward the site. Terrorists are best served by aiming along the alley running behind the other hangar—CTs usually counterattack from this direction once the bomb is planted.



As you can see, the background foliage makes it hard to see both CTs and terrorists at this position. The effect is even more dramatic at long range.

Climb up on the nearby concrete wall and crouch behind the palm tree. This gives you a better view of the bomb site, but it also makes you much easier to see and hit.



C2

Here's an even better spot for covering bomb site A. By holding in this corner near the hangar, you can spot anyone approaching the bomb site. Because your back isn't exposed, you can camp here without worrying about someone

sneaking up behind you. For best results, hold your fire until your intended target stops near the bomb site. Whether it's a terrorist placing a bomb or a CT defusing one, you can hold back in this spot and pick them off while they're preoccupied.



C3

If the CTs can get here fast enough, this position is great for ambushing incoming terrorists. By peering through this side doorway in the hangar, you can blast your enemies as they rush to bomb site A. Crouch and back up from the doorway a couple of steps to gain partial cover from the small step. Bring along a flashbang to add some confusion to the ambush.



C7

Take a position behind the hangar near bomb site B and aim down the crooked path leading from the bridge. Defending this path is just as important as covering the drain pipe. The lengthy line of sight allows you to keep your weapon focused on a narrow area, making it easy to aim. In fact, if you set your crosshairs at the right height, just pull the trigger to unleash a roadblock of bullets.



C4

This spot just below the bridge is a major choke point that the CTs can use to keep the terrorists away from bomb site B. Crouch in the far dark corner and aim into the narrow passageway as shown. The darkness makes you

virtually invisible. To enhance your concealment, use a weapon with a sound suppressor. Not only does this silence your weapon, but it also eliminates muzzle flash, keeping your position a mystery to the confused terrorists in your line of sight.



C8

The damaged structure next to the fuel tank is another good spot for covering bomb site B. From the position shown, you can cover the path near the hangar as well as the bomb site. Crouch and strafe as needed within the damaged

structure for added cover. However, keep an eye on your back. Attackers emerging from the drain pipe may circle around the fuel tanks to reach the bomb site.

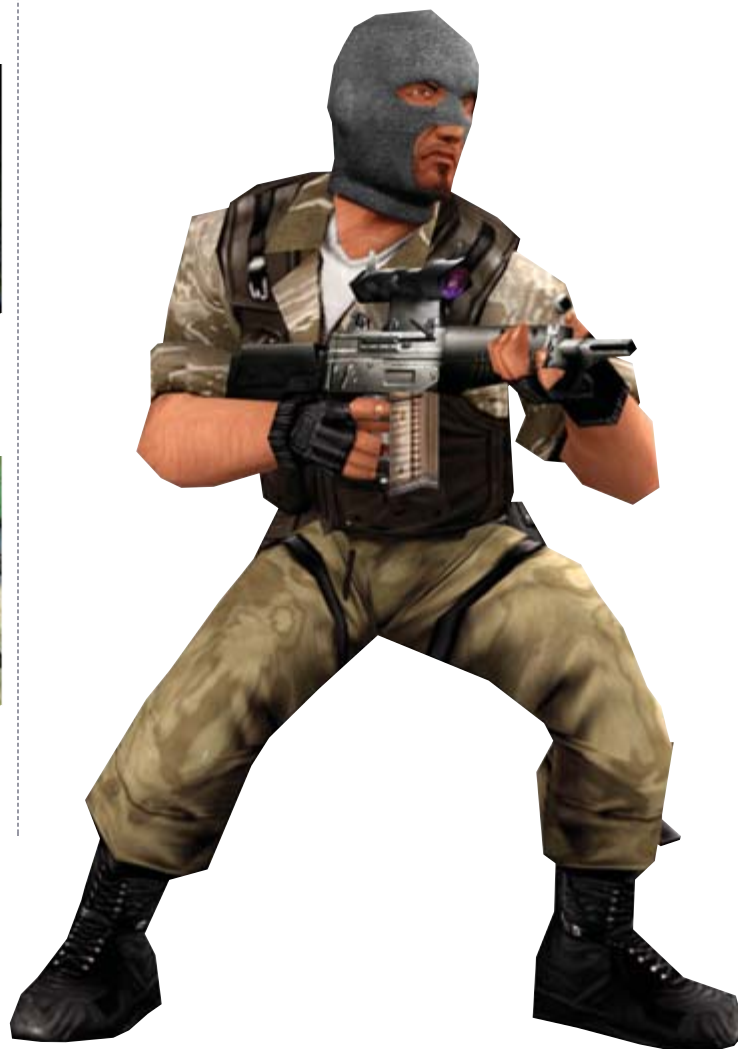
C5

Here's another option for shutting down the paths leading into bomb site B. Hold inside the opening of this drainage pipe and aim out into the open area near the bridge. From this spot you can cover the back of the hangar, leading from bomb site A, as well as the area below the bridge. If you come under attack, you can always fall back into the pipe, using each corner as a potential ambush site.



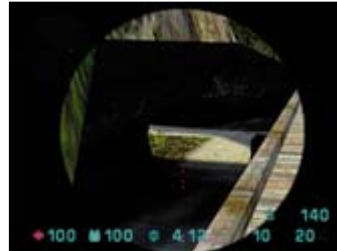
C6

If you expect attacks on bomb site B through the drainage pipe, this is a wicked little spot to camp. Crouch just above the pipe's exit, and pick off terrorists as they move up the steps. Even if they suspect you, there's little they can do to attack you without exposing themselves. For best results, use a shotgun to blast your opponents at short range. The raised elevation increases your chances of scoring a head shot.



Sniping Positions

S1



This spot is just above C4, on the bridge. CT snipers can peek through this narrow crack and pick off incoming terrorists in the darkened passage below. If a teammate covers from C4, he can cause the terrorists to halt at the end of the passage by laying down a barrage of suppressing fire. Use this opportunity to pick off the terrorists. If your position is threatened, fall back to bomb site B.

S2



The large fuel tanks at bomb site B make fine sniper perches. Aim to the left to cover the path near the hangar. Peer through the scope to fix your sights on the narrow area between the hangar and the cliff. A semiautomatic sniper rifle, like the SG-550 shown, works well when you're faced with multiple targets. Drop your opponents fast, because you're wide open to return fire.



By aiming to the right, you can cover the drain pipe on the other side of the hangar. Adjust your position so you can aim down into the pipe. If you're good, you can pick off attackers before they exit. With two good snipers positioned on these fuel tanks, you can lock down this bomb site.

COUNTER
TERRORIST

Tactics

Bomb Site A Counter Attack

Of the two bomb sites, bomb site A is the most likely to come under attack by the terrorists. If you're camping at the other bomb site or one of the choke points leading to it, you must act quickly to stage a successful counterattack.



Rush across the bridge and move toward the building to the right.



Watch for terrorist campers near the this entrance. They're probably expecting an attack from this direction.



Once inside, strafe around this corner and aim into the hangar beyond. Terrorists guarding the bomb are probably covering this area.



When it's clear, turn to the right and exit through this doorway at the back of the building.



Scan the area ahead and pick off any terrorist campers at C1.

Move forward and look for more terrorists camping near the bomb. The nearby crates are usually a favorite spot.



Before entering the bomb site, glance to the left and scan the alley between the two hangars on the opposite side.



Finally approach the bomb site and locate the bomb. Keep scanning the surrounding areas while a teammate begins defusing the bomb. Keep an eye on the hangar straight ahead and the corner near C2.

If any CTs are in the area, they're probably clustered around the bomb site. Sweep this area before moving in to plant the bomb.



Rush into the bomb site and crouch-jump onto the nearby barrels. Plant the bomb while your teammates secure the area. Planting the bomb on top of the barrels may confuse your opponents as to its whereabouts, buying you some valuable time.

With the bomb planted, back up into the corner at C2 and cover the barrels.



TERRORIST Tactics

Bomb Site A Assault

Speed is the key to assaulting bomb site A. As soon as possible, rush down the tunnel and take a left at the T-intersection. Equip your pistol or knife to move faster.



Move through this building that connects to the hangar leading into the bomb site.



When you reach the hangar, get ready to engage the enemy. Sidestep around the crates and aim out toward the bomb site.

Bomb Site B Assault

The route to bomb site B is longer, so take your time and keep your team together. From the terrorist insertion point, move down the cavern's right passage. Watch for CTs counterattacking from the dark passage ahead. Hold here if necessary until all resistance is down.



Cautiously move into the dark passage and look for CT campers near C4 and S1. If you come under fire, don't stop. Keep moving and jumping until you find cover.



Cross under the bridge and approach the drainage pipe entrance.

Airstrip

Lead your team through the drainage pipe by moving slowly and strafing around the corners. The team member bringing up the rear should move backward to prevent counterattacks from behind.



When you spot the end of the pipe, stop and listen for any movement above. If a CT camper is positioned at C6, blind him temporarily by tossing a flashbang into the opening ahead.



Exit the drainpipe and scan the surrounding area, including the crates near the bomb site.



Instead of rushing toward the bomb site, circle around the back of the fuel tanks and move into the damaged structure along the side.



Approach the bomb site while scanning the hangar for more CT campers.



Place the bomb near the painted bulls-eye to ensure that your whole team can see it from their chosen defensive position.

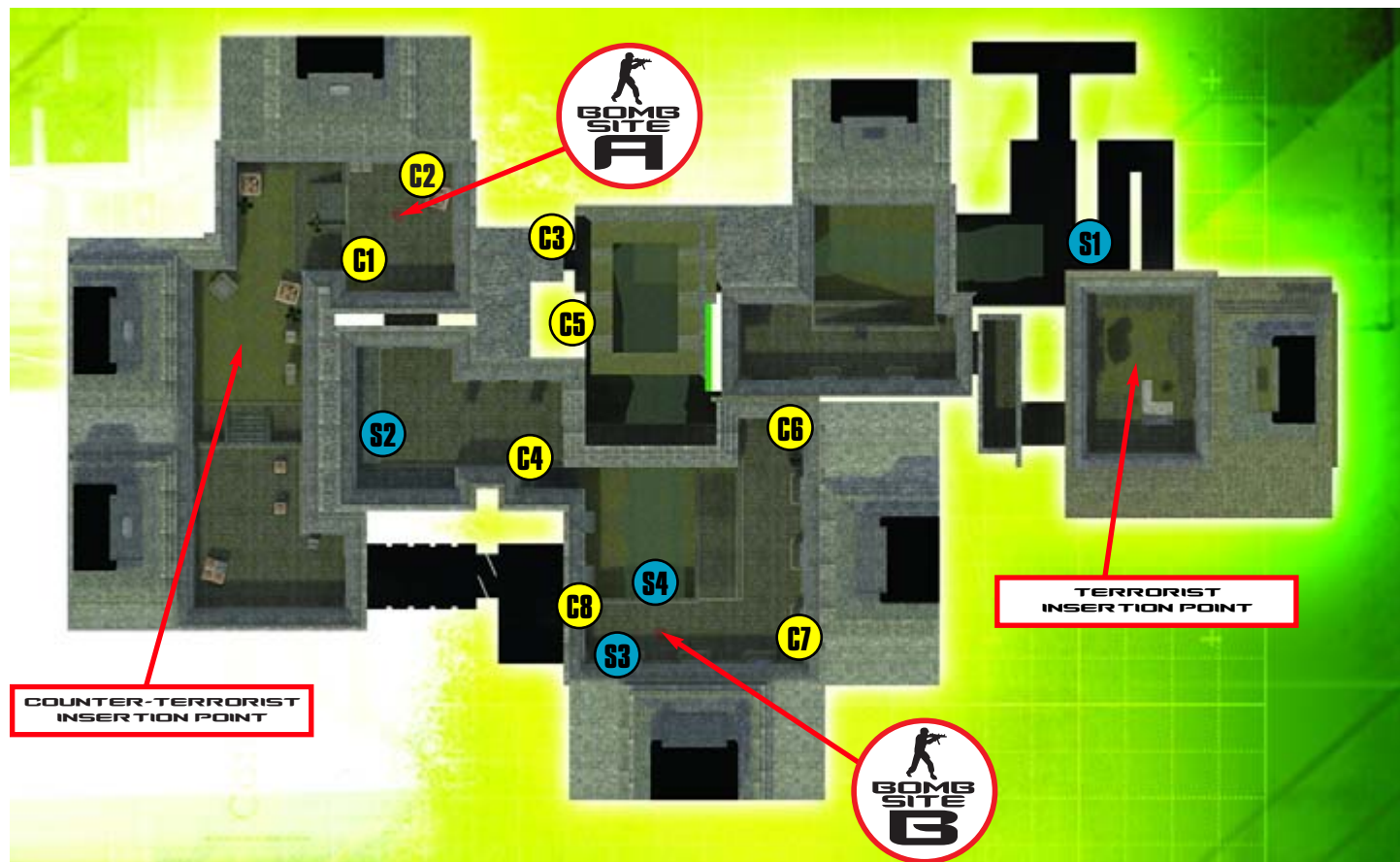


Jump up on the nearby fuel tanks and watch the bomb from above. Take out any counterattacking CTs to win the round.



Aztec

Map Type: Demolition



Counter-Terrorists



Seal Team 6 Mission: Terrorists want to bomb the Aztec ruins. Eliminate the terrorists and defuse the bomb if planted.

Overview: Unlike some maps that feature clear defensive positions around the bomb sites, this one offers no such amenities. In fact, both bomb sites are relatively open, making them difficult to lock down. Instead of standing out in the open and waiting for the terrorists to arrive, move your defenses away from the bomb sites and along the major passages and identifiable choke points. When playing with skilled teammates, consider implementing a roving defense. This works best when splitting into two squads and patrolling the areas around each bomb site.

Terrorists



Guerilla Warfare Mission: Enter the ruins and plant the bomb at site A or B. Stop the counter-terrorists from defusing the bomb.

Overview: Simply reaching the bomb sites can prove far more dangerous than assaulting them. The lengthy passages and pitch-black interiors are ideal camping spots for CT snipers and campers. Stick to the shallow streambed where at least you have a fighting chance of overcoming the CT defenders. Regardless of which path you take, stay close to your teammates. If you run off by yourself, you're likely to fall prey to a CT ambush.

Key Locations

Bomb Site A

Close to the CT insertion point, bomb site A offers little for defenders. With the exception of a large crate and a few stone blocks, there aren't many places to hide or take cover. As a result, the bomb site is difficult to camp. Defenders are better off holding the surrounding paths. There are three main entry points to the site, but CT defenders should worry mostly about the two arched passages.



Bomb Site B

Like bomb site A, this site offers little protection. In fact, the site is open to long-range attacks from the opposite side of the large courtyard, making it exceptionally difficult to defend. The stack of stone blocks offer a bit of protection, but defenders can't stage any surprise attacks from them. Fortunately for the CTs, the attack usually comes from one general direction. Still it's important to scan the nearby staircase leading down to the shallow stream below to prevent enemies from assaulting the site at close range.



Camping Spots

C1

This is the best camping spot for covering bomb site A. Crouch behind the slanted stone slab and aim toward the bomb site. You can't see enemies as they enter one of the two nearby passages, but you can engage them as soon as they approach the target area. Whether they're planting a bomb or defusing one, hold your fire until they begin their task, then let loose with an automatic burst. This position also allows you to hit attackers moving up the stone steps to the left. Enemies moving from this direction are more likely to spot you, so listen for incoming footsteps and be ready to move if you come under fire.



C2

If C1 is already occupied, hide behind the large crate in the corner to cover bomb site A. In addition to covering the bomb site, this position allows you to see a wider angle of the surrounding area, including the steps to the right as well as the arched passage ahead. However, this also makes you easier to spot. So use the crate more for cover than for concealment. Strafe out to attack your opponents, and strafe back behind it for cover and reloading.



C3

For the CTs, covering this bridge is essential in preventing terrorist rush attacks on bomb site A. Fortunately, this is a pretty easy choke point to defend. Simply take a position in the dark passage and aim out the arched doorway ahead

to pick off enemies as they attempt to cross the rope bridge. Intense firefights often develop over this bridge, so be ready to strafe to the left or right to avoid incoming fire. If possible, bring a teammate along so you can lay down an endless stream of automatic fire—while one reloads, the other one fires. Stay back in the dark passage and avoid moving out toward the bridge. Otherwise you can be hit by enemies firing from the shallow streambed below.

C4

Another important choke point for the CTs to cover is the stone stairway leading up from the streambed. Crouch at the top of these stairs and aim down the steps. From this position you also can cover the base of the ramp leading up to bomb site B. Terrorists moving along the streambed to either bomb site move from the left, so be ready to pick them off as they come into view. When holding this position, make sure that the nearby covered walkway and the rope bridge near C4 are adequately covered. If these areas aren't controlled, you stand a good chance of being flanked from the left. Keep an eye on your radar to get a rough estimate of where your team is positioned.



C5

If the CTs can get here early in the round, this position behind a stone block is excellent for covering the streambed as well as the rope bridge above. The streambed is wide open offering little cover. This stone block is one of the few spots that provides any sort of protection, and it has a good angle as well. Move in behind this block and aim down the streambed to pick off incoming terrorists from a distance. If you come under fire, crouch to avoid taking damage.



view of the bomb site without exposing yourself to incoming fire from the opposite side of the courtyard. This spot works best for CTs in the opening moments of a round. If you hold this position much later, you run the risk of being attacked from behind.



There are three dark interior areas, two on either side of the rope bridge and this spot just inside the doors from C8. As you can imagine, these areas are excellent for ambushes, assuming you can see the enemy. When possible, use silenced weapons when camping in these areas. Not only does this reduce the sound of your weapon, but it also eliminates muzzle flash, something that would give away your position in these pitch-black interiors.



C6



By positioning yourself on this large stack of crates in the corner of the courtyard, you're treated to a great distant view of bomb site B and the nearby covered walkway. However, the best application for this spot is to ambush enemies advancing through the nearby doorway. Aim down into the gap between the two wooden doors and wait for an opponent to move into view. A quick burst from your weapon is bound to catch him by surprise.

C7

Like the other site, there aren't too many defensive options for directly covering bomb site B. This corner position is one of the only spots that provides some protection and concealment. Squeeze in between these two stone blocks and the wall, then aim out into the courtyard. When playing as a CT, the terrorists are most likely to attack the site along the pathway leading from C6, so keep your sights trained in this direction. However, assaults also could come from the nearby ramp leading up from the streambed, so don't neglect this area either.



Sniping Positions

S1



The terrorists can benefit from this position early in a round, using it to cover the streambed while teammates advance. From this spot you can easily hit CTs at the far end of the L-shaped bend in the streambed. This area is often accessed by CTs hopping off the rope bridge in an attempt to attack terrorists on the move. Take your time to center your sights and squeeze off a round as soon as your target stops. Unless you're really good, hitting a moving target at this range is extremely difficult—even with the scope.

S2



The covered walkway ahead is high traffic area for both CTs and terrorists, making this an excellent sniping position for both factions. Its close proximity to bomb site A makes it a good defensive position for shutting down

C8

Another option for covering bomb site B is to crouch in the nearby doorway, between the wooden doors. This angle gives you a clear



this long path. By zooming in, you can cover the passage all the way to the crates at C6. But before you get too cozy, make sure the nearby choke points are covered by your teammates to prevent getting flanked.

S3



By moving out of the doorway at C8, you get a good view of the whole courtyard. Although little cover is available, the long-range capability can greatly benefit the defense of bomb site B. For instance, enemies in the covered walkway on the opposite site of the courtyard are difficult to see and hit with conventional firearms. But with the aid of a scope, you can easily zoom in and pick them off. However, if the bomb site is rushed, retreat to another position—you won't last long once the battle moves to short range.



S4

Similar to the spot at S1, this position works well for covering the shallow streambed. This spot is particularly good for CTs defending the lower path leading toward bomb site B. Set up in the middle of the streambed against the far wall and aim past the camping spot at C5 toward the L-shaped intersection ahead. This is where most terrorists first appear, whether they're moving along the streambed or dropping down from the rope bridge. You also can look up to spot enemies moving along the covered walkway. Unfortunately, this is where you'll most likely be attacked from too. This area is boxed in, offering no quick way to escape, so use this position only when the walkway above is covered by teammates.



COUNTER TERRORIST

Tactics

Two Squad Roving Defense

Loitering around the bomb sites doesn't serve your team well. Take the fight to the terrorists and sweep the predictable avenues of attack. At the start of a round, split into two squads. While one squad moves toward bomb site A...



...the other squad moves toward bomb site B.



One of the key areas to patrol is the covered passage.



The rope bridge is another potential site of enemy movement.

When your squad encounters the enemy, report your position to the other squad and request assistance.



In most instances, this allows you to hit the enemy from two directions at once, bringing a quick end to the enemy's assault.

At the top of the stairs, turn right and move toward the wide archway leading to bomb site A.



Upon entering the bomb site, take time to secure the area. Peek behind the stones and crate before planting the bomb.

TERRORIST

Tactics

Bomb Site A Assault

Bomb site A can be tough to reach. Not only is it close to the CT insertion point, but most of the paths leading into it are likely to be filled with CT defenders. Your best option is to move along the streambed.



As you approach the rope bridge, watch the area above near C3. Defenders can fire through the gaps in the wooden planks. Move

through this area to avoid getting bogged down in a firefight where the CTs have the definite height advantage.



Follow the streambed to the left and move along the right side of this wide passage. Watch for snipers and other campers near S4.



Turn right to take the stone staircase up to C4. Before advancing to the top, make sure there's not a CT camper aiming down at you.



When it's clear, place the bomb in the center of the site.



Now take cover behind the stone at C1 and aim toward the bomb. Pick off the incoming CTs from this position as they move into view.



Bomb Site B Assault

While it's possible to rush bomb site B, you're likely to face heavy resistance just as you're about to plant the bomb. So use the path along the streambed—it's a longer route, but ultimately it's the safest option.



Watch the usual camping spots for CT defenders while moving along the stream.



As you move toward the bomb site, watch the stairway along the right. The CTs are likely to enter the streambed at this point in an attempt to halt your advance.

Continue to the stone ramp leading up to the bomb site. By now you'll probably encounter some defenders. Deal with them before advancing to the top.



When you reach the top, scan the surrounding courtyard for imminent threats.

Once all enemies have been cleared from the area, plant the bomb.

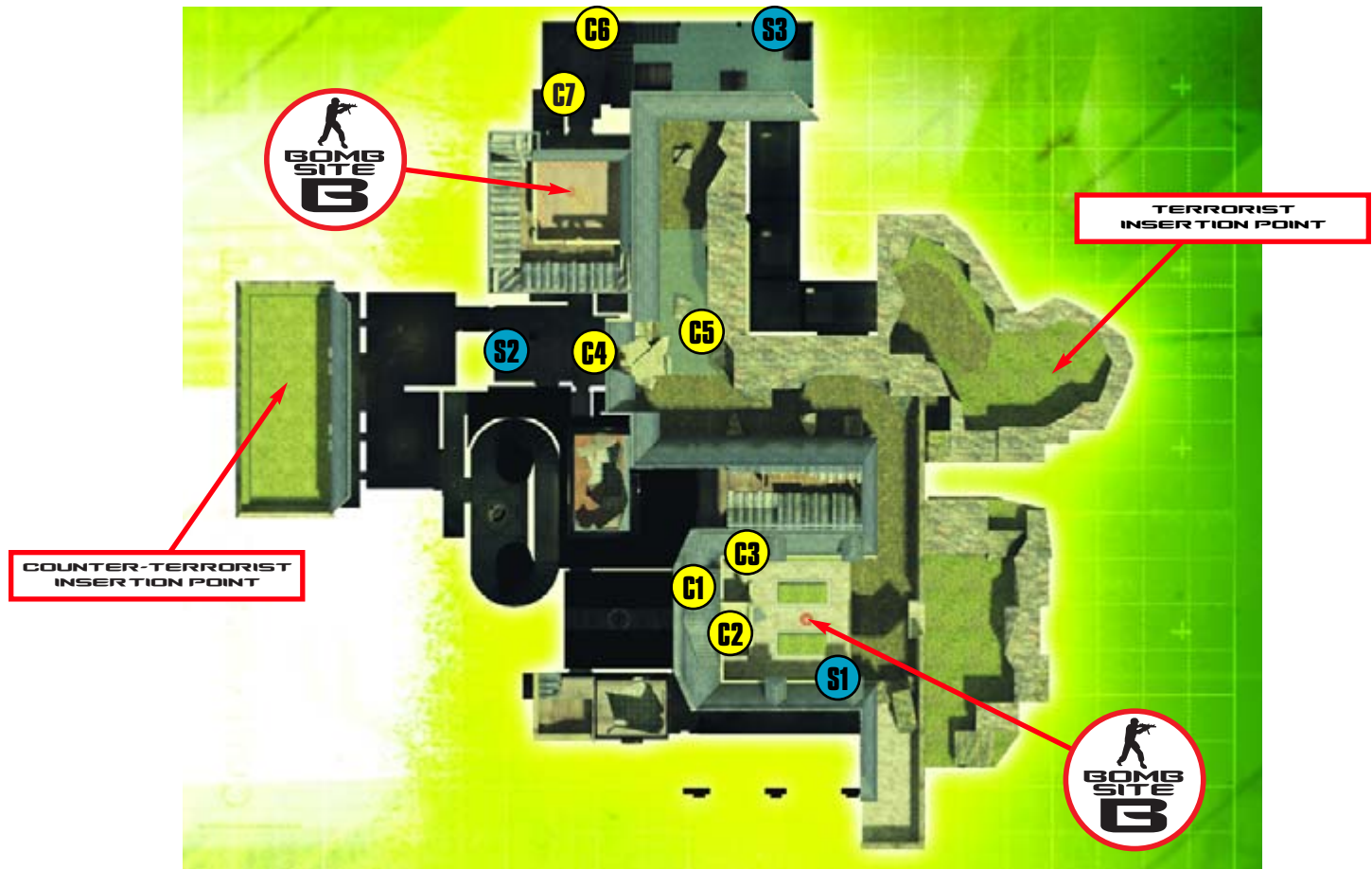


While your team takes positions around the bomb site, move over to the corner at C7 and wait for the CTs to counterattack.



Chateau

Map Type: Demolition



Counter-Terrorists



SAS Mission: Terrorists are attempting to bomb the chateau. Secure both bomb sites and defuse the bomb if planted.

Overview: The chateau is full of potential ambush spots, but try to focus on the major choke points, primarily around bomb site B. If you have enough manpower, you can cover bomb site A from the windows overlooking the courtyard, but get there fast—terrorists love to rush this site. While most of the team will be busy securing the two bomb sites, if possible, send a teammate or two outside to roam the outdoor tunnels and canals. The chateau is easy to defend if you can keep the terrorists out, but if they manage to infiltrate the hallways, the round can quickly become a free-for-all death match-like firefight.

Terrorists



Guerilla Warfare Mission: Enter the chateau and detonate a bomb in the atrium or outside courtyard.

Overview: The odds are against the terrorists from the start. The quickest option is to rush bomb site A and hunker down for an immediate CT counterattack. But an even better tactic is to infiltrate the chateau through the nearby windows (at bomb site A) and take the fight inside. Once inside the chateau, you can tilt the odds in your favor by attacking from unpredictable directions and ultimately causing panic and confusion among the CT ranks.

Key Locations

Bomb Site A

This U-shaped courtyard is close to the terrorist insertion point, making it a popular site to rush. However, if the CTs get here first, they can lock it down by covering from the 10 windows overlooking the site. Each window is a potential entry point, making defending this site from the courtyard a risky challenge. Defenders are better off taking positions inside the building and covering from the windows—preferably the upper floor windows.



Bomb Site B

If defended properly, this second courtyard can also be a tough nut to crack. The CTs are most likely to reach this site first, giving them ample time to lock down the surrounding choke points. The site is ringed by a couple of walkways, one at

ground floor and another one level up. These dark walkways are the best option for covering the open courtyard. The two main entry points to this site are on opposing sides of the courtyard on the ground floor. One of these passages leads to the basement (with the wine vats), while the other leads into the chateau's interior. Upstairs, another entry point leads into the chateau. To effectively defend the site, you must cover all three entrances.



For beginners, navigating the dark rooms of the chateau can be overwhelming. Fortunately several signs point you to the bomb sites, helping alleviate some of the confusion.



Camping Spots

C1

This upstairs window overlooking the bomb site A courtyard is a good spot for CTs to take early in a round. If the terrorists choose to rush the site, they'll arrive along the lengthy canal at the far end. This spot gives you a good view of the ramp leading up to the site as well as the courtyard below. The window provides partial concealment, so don't shoot it out until you have a target in your sights.



C2

From the window at C1, you can also move outside onto the nearby balcony.



Step out onto the windowsill and inch along a narrow ledge toward the balcony and jump into the position.



The low stone wall running along the perimeter of the balcony obscures your view of the courtyard below, so hop up on this ledge to cover the bomb site. This leaves you open to return fire, but also gives you the chance to drop back down into the balcony for cover. Pop in and out of cover during a firefight. Keep an eye on your right flank—the stone ledge is broken here and if you're not careful you could fall off the balcony. This break in the low wall also makes it possible for enemies in the corner below to hit you. Watch for enemy activity along this side.



Continue along the narrow ledge ringing the courtyard to take position in this corner. This spot gives you a clear view of the courtyard, but offers no cover. Don't stay here too long.



C3

Locate this piece of broken stone in the corner of bomb site A.



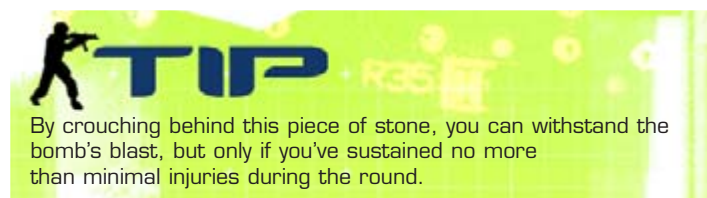
it's within a line of sight of this position. From this partially concealed spot, you stand a chance of remaining hidden while CTs scour the courtyard for the bomb. Wait until they stop by the bomb and open fire.



Crouch behind this stone to cover the courtyard. This is a good spot for terrorists to take after the bomb has been planted. For best results, plant the bomb so

it's within a line of sight of this position. From this partially concealed spot, you stand a chance of remaining hidden while CTs scour the courtyard for the bomb. Wait until they stop by the bomb and open fire.

By aiming up, you can see the window at C1. When counterattacking, CTs may jump out of this window to reach the courtyard. Try to pick them off as they drop to the ground—they won't know what hit 'em.



C4

This upstairs position is a major choke point that CTs can use early in a round. The crack in the wall is a favorite entry point for terrorists looking to assault bomb site B, or those trying to enter the chateau.

Crouch in the darkness and aim toward the large crack. Don't shoot the wooden planks blocking this gap—these slow down the terrorists, giving you a few more seconds to catch them in this narrow crack while they break inside.



By creeping forward, you can scan the alley outside and fire down on the terrorists as they move up the pile of rubble. But you're better protected (and concealed) by hanging back in the dark room and waiting for the terrorists to fill your sights. If possible, use a silenced weapon to avoid giving away your position.



C5

Here's another option for covering the alley near C4. Exit the crack in the wall and take a position along the large chunk of stone in the adjoining alleyway. Keep an eye on the crack in the wall at the end of this alley—this leads into the basement.

But the most important passage is the one to the right. Terrorists looking to rush bomb site B usually file through this passage on their way to the crack in the wall. Halt their advance with a burst of automatic fire.



C6

Due to the tight confines and three possible entry points, bomb site B has no definitive camping spots. However, you can try to hold this spot in the short stairwell next to the basement passage. This works well for the CTs in the

opening moments of a round. As the terrorists file in through the basement, mow them down with a machine gun or blast them with a shotgun as they pass through the adjacent walkway. Don't hold this spot too long; you can be hit from behind by any enemies that access the upper walkway circling the bomb site.

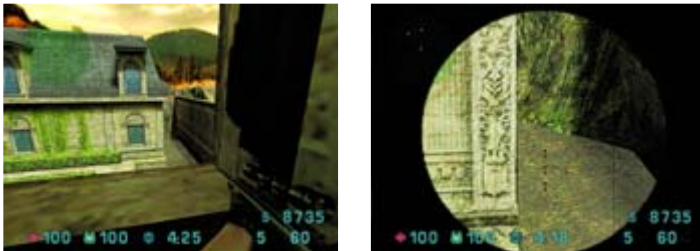
C7

Along with the crack in the wall at C4, the basement is another popular entry point for terrorists. Take a position at the top of the stairs and aim down into the room. Both entry points are along the right side of the room, so be ready to gun down the enemies as they move around the large wine vats. If the enemy pushes forward, fall back toward bomb site B and consider taking up a position at C6.



Sniper Positions

S1



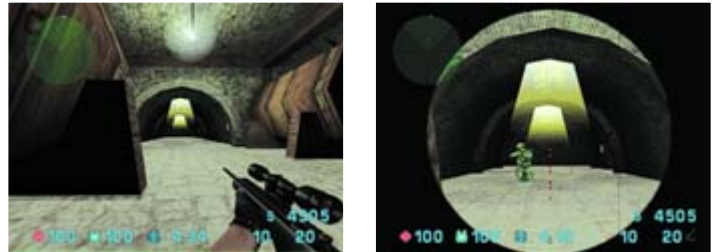
This upstairs window is great for covering the lengthy canal leading to bomb site A. Move along the right side of the window and crouch for increased accuracy and better concealment. By peering through the scope, you can see to the end of this narrow passage. Engage targets before they get too close. Otherwise your enemies can return accurate fire into the window. If your position is discovered, move to one of the other windows on the top floor and engage the enemies down in the courtyard from a new spot.

S2



Here's another option for CTs covering the crack in the wall near C4. Set up in the room below and crouch in the far corner. Aim your rifle at the crack in the wall and wait for a terrorist to appear on the other side. The wooden planks blocking the passage buy you some time to adjust your aim. These planks also help keep you out of sight, so try to drop your targets before they break through. Use a semiautomatic sniper rifle such as the SG-550 for a good balance of accuracy and rate of fire.

S3



From this spot in the basement you can cover the long tunnel system leading toward bomb site B. This spot works best for CTs, as the tunnel ahead must be accessed by all terrorists moving along this side of the chateau. Whether they're heading toward the crack in the wall or the basement, they must pass through this tunnel. Crouch next to the large wine vat in the corner and set your sights straight ahead. This position works best if a buddy armed with an automatic weapon accompanies you. He can fire a wild burst of suppressing fire while you pick off the enemies. A friend can also prevent you from getting flanked or rushed.

COUNTER
TERRORIST

Tactics

Upstairs Defense

When playing as a CT, stick to the upper floor. Not only does this give you a height advantage over the terrorists below, but it's also the quickest way to move between the two bomb sites. This is essential when responding to the planting of a bomb. From bomb site B, locate the upper floor passage leading into the chateau.



Follow the passage beyond and cross these planks spanning a gap in the floor. If you get turned around, watch for the occasional signs posted next to the doorways.



Move to the window at C1 and peek outside. Line up your shot before shooting out the window.



When you reach the ground, scan all corners and neutralize any more terrorist campers. Find the bomb and rush over to it.

Have your team cover you while you defuse the bomb. The same path illustrated here can be used to reach bomb site B, so get familiar with it. If you're low on manpower, patrol this upstairs area to watch both bomb sites.



Continue into this room with the large hole in the floor. Watch for terrorists hiding among the rubble while passing through.



Pick off any defenders you can see from this window before dropping to the ground.



TERRORIST

Tactics

Bomb Site A Rush

Of the two sites, bomb site A is the best one to rush because it's close to the terrorist insertion point, and if you're quick, you can get there before the CTs can defend it. Before the round begins, select your pistol or knife to increase your speed and dash for the passage ahead.



Move along the left side of the tunnel and take the first branch to the left—look for the “A” sign next to the passage.



Exit the tunnel and approach the lengthy canal to the left.



Although it's unlikely that any CT snipers are in place yet, always move along the right side of this canal to avoid being targeted by any opponents in the window at S1.



Rush up the ramp and aim into the window at C1. If the CTs are on their way, they're most likely to attack through this window.



Once your team has gathered near the site, plant the bomb while they cover you.

Now move to one of the nearby lower floor windows and shoot it out.

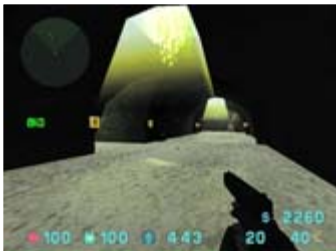


Climb through the window and find a good position on the interior to cover the bomb. Move away from the window and exterior wall

before the bomb explodes to avoid sustaining heavy damage.

Bomb Site B Rush

Bomb site B is more likely to be defended, but you can still nudge your way in if you act quickly. Rush down the tunnel, this time ignoring the path leading to bomb site A.



Follow the tunnel around to the right and look for the passage on the left. Run to this passage before you can be hit by any CT snipers in the basement at S3.



Turn right into the parallel passage and enter this hole in the wall leading into the basement.



Scan the basement for any CT campers hiding among the vats, then continue up these steps while watching for attacks near C7.

If you're carrying the bomb, let your team move ahead into bomb site B and clear the surrounding walkways.



Follow closely behind and order your team to fall in, so they can cover you while you plant the bomb.



Quickly enter the courtyard and plant the bomb in one of the corners.

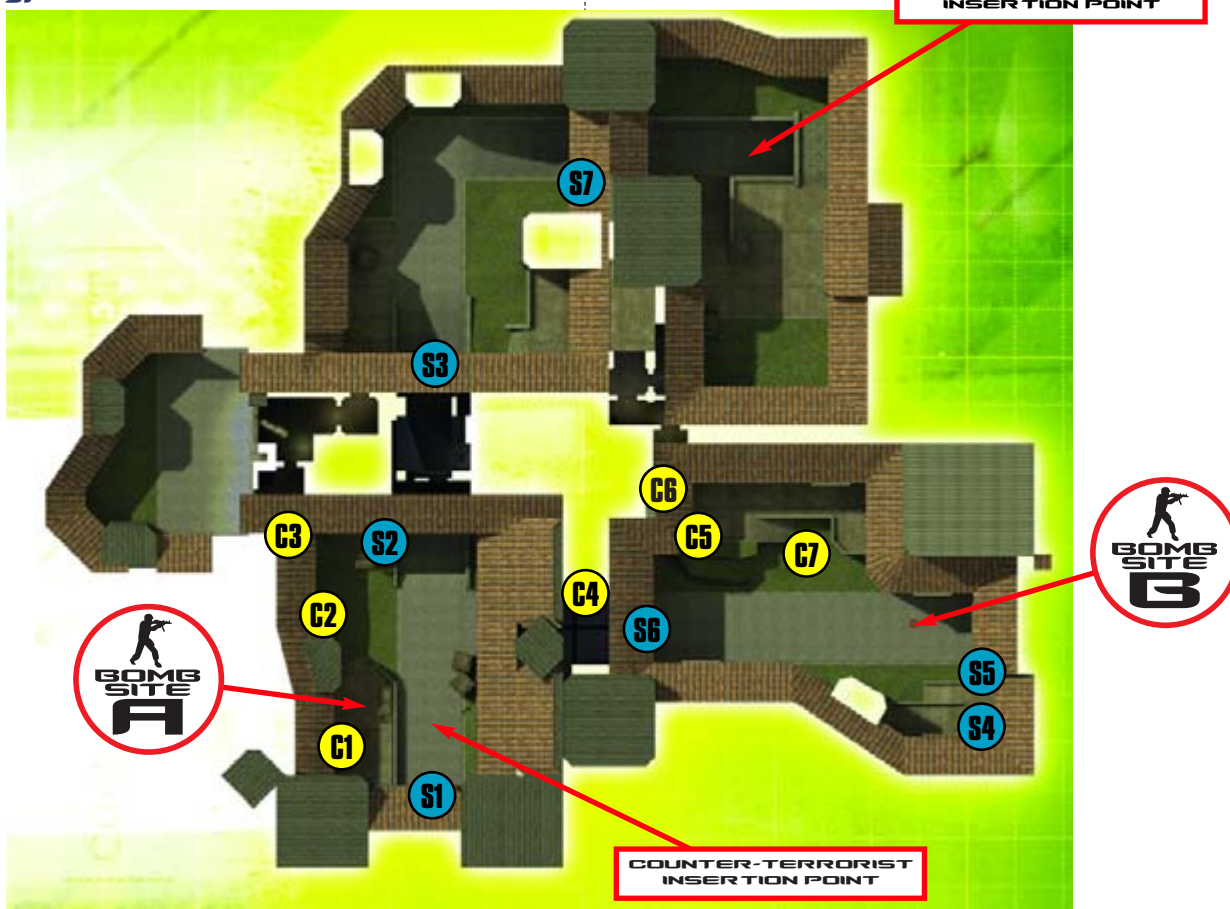


Move up to the second level and take cover behind one of the pillars while keeping your sights on the bomb. Hold your fire until a CT approaches the bomb, then open fire while his back is turned.



Cobble

Map Type: Demolition



Counter-Terrorists



CSG-9 Mission: Terrorists intend to destroy vital supplies. Prevent them from detonating a bomb at either bomb site.

Overview: The strong defensive positions of both bomb sites usually prompt the terrorists to rush, in an attempt to catch your team before proper defenses are established. Instead of splitting your team between two sites, pick a single bomb site to defend. You can always counterattack later.

Terrorists



Pheonix Connexion Mission:

A fortified castle holds supply crates you want to destroy. Enter the castle and detonate the bomb at one of two sites.

Overview: When playing as the terrorists, teamwork is extremely important. Try to get your team to rush one of the bomb sites, preferably from multiple directions. This is the best way to get the upper hand over the sniper-heavy CT positions. If the team splits up, you'll be picked off one-by-one. Strength in numbers is the key here.

Key Locations

Bomb Site A

Bomb site A is on a raised platform in the same courtyard as the CT insertion point. The site is crowded by several crates, providing adequate cover and concealment for defenders. However, the area surrounding the raised platform is an open kill zone, making it a perilous area for attackers to cross. Defenders can cover all three major approaches to the site at long range.



Bomb Site B

A short hallway separates bomb site B from bomb site A. The actual site is located at the far end of this large courtyard, offering multiple long distance angles for both attackers and defenders. The two separate entry points to this courtyard can be covered from the bomb site and the nearby elevated platform. Attackers should expect at least one sniper covering this area.



Camping Spots

C1

Climbing up on the large crates overlooking bomb site A is one option for covering the site and the courtyard.



Crouch-jump onto the crates to work your way to the top.

Once on top, you have a clear view of the courtyard and the bomb site below. The downside is that everyone in the courtyard can see you too. When taking this position, make sure you have a good, accurate rifle. Submachine guns and shotguns won't deliver the accuracy you need to cover the three entry points.



C2

For a more concealed position, hide behind this bush along the same wall as the bomb site. From this position you have a clear view of the doorway leading from bomb site B. This is a good position for terrorists guarding bomb site A, as most CTs approach through the opening ahead. The bushes won't block any bullets, but they make you harder to see. The CTs (in their green camouflage) blend in even better.



C3

By camping inside this narrow passageway leading to bomb site A, you'll rack up some kills when playing as a CT. Out of the three entry points, this one is the most popular for incoming terrorists. By shutting down this passage, you force the terrorists to take one of the two other paths leading out into the open courtyard, where they encounter your team's snipers and other defenders.



C4

Once the bomb is placed, this dark hallway between the two bomb sites is a great ambush spot for terrorists looking to prevent a CT counterattack. If you're defending bomb site A, move along this crate and get a good view of the partially open double doors. If your budget is limited, a submachine gun or shotgun is effective from this spot.



When defending bomb site B, turn around and aim toward the open doorway leading from bomb site A. This allows you to catch incoming CTs as they rush through the doorway.



terrorists in the back as they rush the bomb site. Use a silenced weapon to avoid giving away your position.

C6

Taking a position in this passageway is a great way to stem the flow of terrorists into bomb site B. However, expect heavy resistance, especially if the rest of your team successfully locks down bomb site A. That leaves this passage the only path into bomb site B. Due to the tight confines and short range, this is a great spot for a shotgun or a heavy machine gun.



However, terrorists can catch you off guard by peering through this metal grate at the end of the passage. Look beyond this grate for movement and prepare to open fire as terrorists round the corner.



C7

If used in conjunction with C5, this spot at the bottom of the ramp can be used to catch attackers in a cross fire. However, if defending alone, avoid this spot as it puts you in the path of attackers moving toward bomb site B.



Sniping Positions

S1

By hiding in the shadows next to this closed wooden door, you can cover most of the bomb site A courtyard. From this position you can cover the underpass area straight ahead and the hallway passage to the right. Your major blind spot is to the left. Attackers can access the bomb site without you even knowing about it. Take this position only when teammates are present to cover the raised platform and the passageway to the left.



S2



This spot is opposite S1 at far end of the courtyard. Crouch between the crates on your right and the railing on your left to get a decent view of the raised platform. The tree ahead obscures your view to some degree, but it also makes you harder to see. Always remain crouched while in this spot, or else you risk exposing yourself to attacking troops moving up the ramp to your left.

The doorway to the left also poses a threat, but as long as you stay crouched you should remain concealed.



S3

Climb this ladder in the underpass near bomb site A.

This leads into a small room with a couple of windows overlooking the adjacent courtyard.



This is a good position for both CT and terrorist snipers defending bomb site A. However, this is an obvious sniping position, so expect to face resistance. If

you suspect your position has been flanked, keep an eye on the ladder leading up into the room, or abandon the position altogether.

S4

This is the most comprehensive and flexible sniping position covering bomb site B. Climb the steps leading up to the raised platform right next to the site.



By aiming across the courtyard you can spot this passageway—a major thoroughfare for attacking terrorists. The large platform offers no real protection other than the thin guard rail. However, you can strafe back and forth to evade incoming fire—this is an effective tactic while loading a fresh round into your bolt-action sniper rifle. You also can cover the wooden double doors at the end of the courtyard.



S5



Here's a more specialized spot for covering bomb site B. Squeeze into this small nook between the closed doors and the raised platform. From this spot you have a clear shot of the double doors at the far end of courtyard. This position can be used by both sides, but works well for terrorists defending the site after the bomb has been placed. Surplus CT defenders from bomb site A usually

counterattack through these doors. The major downside of this position is that your peripheral vision is completely cut off. Use this position only when you have teammates covering the site from different angles.

S6



This is another sniper spot for bomb site B that can be used by attackers and defenders. Crouch between the double doors and aim directly at the site. This can be used by CTs to pick off terrorists planting a bomb. But attackers can also use it to pick off various defenders camping the bomb site.

S7



Beneath the underpass near the terrorist insertion point, a ladder leads up into a room overlooking the nearby courtyard. Although this courtyard does not contain any critical areas, it's a good place to engage enemies moving about the map.



The same room contains another ladder leading up to a third-story room. From this window you have a better view of the courtyard below. You can also spot the windows of sniping position S3. Terrorists can use this spot to pick off any CT snipers defending the underpass leading into bomb site A.

Bomb Site B Rush

Make securing bomb site B your primary goal at the beginning of each round. But move fast to get there before the terrorists do. As soon as possible, move through the doorway on the right.



Rush through the dark hallway connecting the two bomb sites.



As you emerge on the other side, spread out to cover the courtyard.



Keep your eyes on the raised walkway to your left. If terrorists arrive in the next few seconds, they'll come from here.

Cautiously move up the walkway and take a position inside the passageway at C6. Hold this position until you encounter the enemy or receive new orders from your teammates.

Bomb Site B Counterattack

If you're guarding bomb site A and the terrorists plant the bomb at bomb site B, stage a quick counter-attack. Instead of moving through the nearest and most predictable path, take the long way around. Begin by moving through the nearby underpass.



Move up the ramp on the other side and veer to the right.



Turn right inside and follow the corridor—the path is clearly marked.



Find this passageway to the right and enter.



You eventually exit into the courtyard. Scan the area below and take out any defenders from a distance—watch for snipers at the far end and deal with them as quickly as possible.

When it's clear, rush toward the bomb site and find the bomb. Whoever has a Bomb-Defusal Kit should defuse it. Provide cover while the bomb is defused to win the round.

Bomb Site A Assault

Bomb site A is on the opposite side of the compound. To hit this site, rush in before the CTs can establish a solid foothold on the surrounding area. Begin by moving through the nearby underpass. Equip your pistol to move faster.

As you spot the windows of sniping position S3, strafe left and right to throw off the aim of any CT snipers lurking inside.



Immediately move for this passage to the right of the underpass.



Upon exiting into the courtyard, scan the area opposite of the doorway.



Crouch-jump onto the large stack of crates next to the bomb site, proceeding to the top. Plant the bomb up here. This buys your team some extra time as the CTs search for the bomb.

Move back into this corner so you're partially covered from incoming fire. Aim down and cover the crates below—this is the only way up to the bomb.

Bomb Site B Assault

Bomb site B is closer than site A, but expect plenty of resistance along the way. As soon as you can, move up the narrow passage to the left of the insertion



As you enter this passage, equip your primary weapon and prepare to encounter CT campers.



Then turn to the right to spot bomb site A.

Cautiously approach the raised platform and order your squad to gather around for the site's defense.



point. Order the rest of your team members to follow—you'll need them.

This open doorway leads into the passage connecting to bomb site B. Take a left at the intersection just inside.

The cramped passageway is a popular spot for CT campers. Help your teammates clear a path and continue outside into the courtyard.



Before rushing for the bomb site, scan the area below and engage any more defenders. Retain the high ground until the area is clear.



Cautiously approach the crates stacked around the bomb site. Strafe from side to side to locate any CTs hiding behind them.

Plant the bomb behind one of the crates. This keeps you covered from any immediate CT counterattacks. Now pick a good camping spot and help your squad secure the courtyard.



When you exit the passage, focus on the raised platform next to the bomb site. Keep moving while scanning for CT snipers. Whatever you do, don't stop!

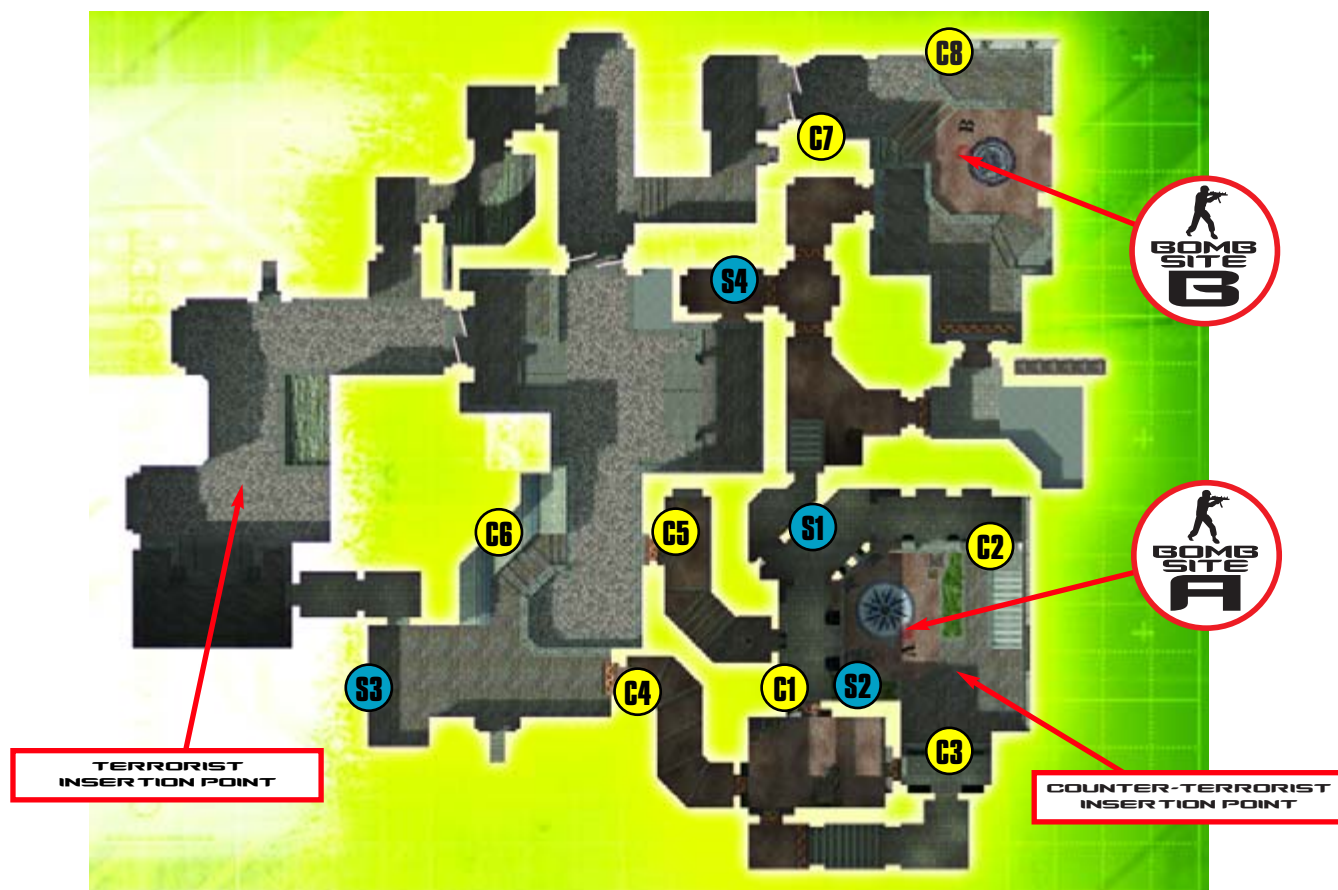


Descend the ramp and scan the area near the double doors for any more defenders.



Corruption

Map Type: Demolition



Counter-Terrorists



GSG-9 Mission: Protect this villa from the detonation of a terrorist bomb.

Overview: On this map the CTs are better off using a forward defensive strategy. Concentrating on the choke points is much easier than securing the two bomb sites. The bomb sites each have multiple entry points, making them difficult to defend unless you have plenty of manpower. Instead, focus on the four major choke points, and keep the terrorists from accessing the bomb sites altogether. If a breach in the line occurs, regroup and conduct a coordinated counterattack on the compromised bomb site.

Terrorists



Guerilla Warfare Mission: Infiltrate the villa and detonate the bomb in the outside or inside courtyard.

Overview: Regardless of which bomb site the terrorists decide to attack, they should stick together to overwhelm CT defenders loitering around the choke points. Bring along plenty of grenades and flashbangs when assaulting these predictable camping spots to gain an upper hand. Bomb site B is by far the easiest target, especially if you hit it early in a round. However, you'll need to go after bomb site A at some point. When doing so, always attack from the balcony and work your way down to the bomb site—attacking from the ground level entry points leaves you open to ambush from above.

Key Locations

Bomb Site A

Bomb site A serves as the CT insertion point, making it fairly easy for them to defend from the outset. However, locking down the site requires plenty of manpower given the four entry points. Two of these entries are on the upper floor balcony ringing most of the courtyard. From these elevated positions, attackers can hop down to reach the target area or simply use the staircase. But the balcony can also work for the defenders, allowing them to cover the bomb site from multiple angles. So attackers should clear this upper level before moving to the bomb site.



Bomb Site B

Other than a few crates, bomb site B offers few solid defensive options. Defenders should either cover the three entry points or simply remain hidden among the crates and take out the attackers at close range once they approach the bomb site. Either way, the CTs need to reach this spot quickly to secure the surrounding area. Terrorists looking to rush will choose this site, as it's the path of least resistance—especially in the early moments of a round.



Camping Spots

C1

When covering bomb site A, crouch in this corner next to the passage leading up to C5. While this position doesn't give you the best view of the courtyard, it is rather concealed. In fact, attackers moving through the nearby passage to the left probably won't see you, allowing you to shoot them from behind as they rush toward the bomb site. If the site is attacked from other directions, hold back in this corner until your opponent(s) approach the bomb site. Fire on them from this position, or sneak forward through the planter box and engage them at close range while they plant/defuse the bomb.



C2

Directly across the courtyard from C1, this spot along the staircase provides a much wider view of bomb site A. From here you can cover both ground level entry points, as well as see movement along the balcony to the right. The only blind spot is the upper level passage leading toward bomb site B. It's possible (but unlikely) that you could be attacked from this direction, so scan down the balcony every few seconds to avoid being flanked. You're likely to be spotted from this position, so take out your enemies quickly, or take cover among the balcony's arched windows. The stone banister provides partial protection if you crouch.



C3

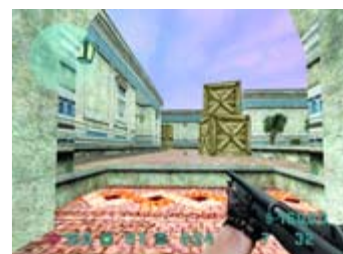
This balcony position overlooking bomb site A is a little obvious, but that doesn't mean it's not effective. Just across from C2, this dead-end side of the balcony is less likely to be infiltrated by attackers moving to the bomb site.



But still glance down the passage to your left every now and then. Attackers moving through the passage at C4 have a good chance of spotting you. However, the other entry points present less of a problem. If it weren't for the potential of being flanked along the left side, this would make a decent sniping position. But you'll want something with a higher rate of fire in case you have to defend yourself at close range.

C4

This upper-level walkway leads directly into bomb site A, making this doorway a critical choke point for the CTs to hold. You have to get here quickly. If the terrorists move out immediately, they have a good chance of breaching this passage before you can move into position. If needed, push them back outside and hold the doorway. Use the sides of the doorway for partial cover and exchange fire with your opponents as they peek around the crates outside. For best results, use an high-powered weapon to hold this area and make each shot count. If this position gets rushed, you won't have the luxury of missing.



C5

Like C4, here's another critical choke point for the CTs. This ground-level passage leads into bomb site A, right along the spot at C1. Hold near the arched doorway and aim up the steps ahead leading to the raised platform area. This is always a good spot for CTs to pick off terrorists, particularly in the early moments of a round. Avoid moving too close to the doorway or you can fall victim to enemies approaching from the right. If you come under heavy fire, strafe to the left or right to take cover inside the passage. If the position gets overrun, retreat to bomb site A and set up an ambush at C1, or take to the high ground at C2.



C6

This spot works well for the terrorists when clearing a path toward bomb site A. Crouch inside this planter box and aim toward the doorway at C5. Use this position to cover the doorway while your team advances. This doorway is a popular exit point for the CTs and if you get here soon enough you can rack up a few kills. Throw a grenade into the doorway to cause some extra carnage.



C7

When it comes to keeping the terrorists out of bomb site B, this is one of the best positions you can take. Hop up on the ledge and aim into the tight gap between the two wooden doors. Standing on the ledge gives you a slight advantage, especially if the enemy isn't expecting you here. Your opponents' first shots are bound to be low, possibly hitting you in the legs. But while they adjust their aim, you can unleash a barrage of lethal fire, potentially scoring some head shots. Remain standing. Crouching in this position just makes you a more compact target, and you're more likely to get hit in vital areas.



C8

For more direct coverage of bomb site B, camp in this corner. This spot keeps you out of sight from the double doors at C7, but gives you a clear view of the other two entry points. Even better, you can use a stack of crates nearby for cover in case of a firefight. Both sides can use this spot effectively. If



you're defending the area alone, consider moving behind the crates and waiting for your opponent(s) to approach the bomb site. Peek out and gun them down as they're preoccupied with the bomb.

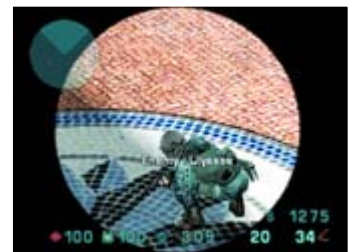
Sniping Positions

S1



This is a decent back-up option for covering the passage leading from C4 to bomb site A. Set up in this corner and pick off enemies as they move toward the balcony overlooking the site. It's not an exceptionally long-distance shot, so be quick. Enemies stand a good chance of successfully retaliating at this range. Line up your sights ahead of time, focusing on the arched doorway ahead. If using a high-powered sniper rifle such as this Magnum, just score a torso shot for lethal results. When taking this position, make sure that the passages at C7 and S4 are well covered. Otherwise you can be flanked from the passage to the right.

S2



This is a risky spot for a sniper, as there is no cover, and no route of escape. However, it can work for terrorists quite well after the bomb has been planted. CTs counterattacking the bomb site will be more concerned about defusing the bomb than securing the courtyard. Making this mistake leaves them open to attack. To reach this perch, simply step out off the balcony to access the ledge ringing the outside of the balcony. Move to this corner just above the planter box and focus on the bomb. As long as the CTs don't advance down the stairs, they probably won't spot you. Wait for a CT to begin defusing the bomb, then pick him off with a quick head shot. As you can imagine, this spot works best when only a few CTs are left and when you have some teammates to support you.

S3



Here's another sniper spot that favors the terrorists. At the outset of a round, CT defenders are likely to advance through the doorway at C4. Set up a sniper just opposite the doorway to rack up some quick and easy kills. When sniping from this position, bring either the D3/AU-1 or the Magnum. The D3/AU-1 offers semiautomatic fire, allowing you to pick off targets in rapid succession. But the Magnum provides awesome power capable of penetrating multiple targets with a single bullet. When using the Magnum from this position, it's not uncommon to score multiple kills with a single bullet as the CTs cluster in front of the doorway. If you come under fire, take cover along the crates to the right, or simply retreat toward the terrorist insertion point through the passage on the left.



S4



This passage is a main junction between bomb site A and B. As such, it should always be covered by a CT defender. Placing a sniper here allows the CTs to engage terrorists on the raised platform area near S3—a frequent bottleneck resulting in a target-rich environment. From this distance, most terrorists have a hard time hitting you, but limit your exposure as much as possible. Instead of standing near the doorway, back up into the passage and use the doorway and pillar outside for partial cover and concealment. If you have teammates positioned at C4 and C5, chances are the terrorist advance through this area will come to a halt, providing you with the perfect opportunity to take them out one-by-one. The only downside to this position is that you can be assaulted through the doorway by enemies moving along the side. Always hold this position with a teammate who can assist you in a close-quarter attack.

COUNTER TERRORIST

Tactics

Choke Point Lock Down

If the CTs act quickly, they can lock down all paths leading to the bomb sites. This is easier than defending the two sites individually, but the team must work together to pull this off. The first major choke point is this doorway at C4.

The passage at C5 is equally important, and needs to be covered as soon as possible.



Also cover the passage at S4. If only one teammate is available for this position, use a rifle or submachine gun for more defensive flexibility.

The spot at C7 is a good spot for locking down bomb site B...

...but this spot just outside the double doors is just as good. Crouch in the elevated planter box and aim down the passage ahead. With these four key areas covered and maintained, you can prevent the terrorists from accessing the bomb sites.



Eliminate any CT campers near this doorway before entering. This is a popular spot for CT snipers so you should have a pretty easy time taking them out if they're defending this passage by themselves.

Turn right and strafe inside the doorway, aiming toward this fresco—this is another potential spot for CT campers.



Follow the sign pointing to bomb site A and approach these steps ahead. The adjoining passage leads to the balcony overlooking bomb site A.

Carefully enter the balcony area, scanning both directions.



Bomb Site A Assault

The easiest way to attack bomb site A is by taking the most indirect route. Otherwise you may get caught in the usual CT kill zones between C4 and C5. From the terrorist insertion point, move in this direction.

When you come to this branch, follow the sign to bomb site A and approach the large wooden doors.



As you pass through the doors, equip your primary weapon if you haven't already. Watch for CTs in the courtyard area ahead.

Peek through one of the arched windows to get a good view of the courtyard below as well as the opposing balcony at C3.



Move down the steps at C2 and continue scanning the courtyard, including all darkened corners.



If it's clear, turn left to approach the steps leading up to the doorway at S4.

Have your teammates cover you while you plant the bomb.

Corruption

Move back to the stairs at C2 and wait for the CTs to counterattack. If you're feeling brave, hold the spot at S2 as well.



...and aim toward this planter box just around the corner.



Plant the bomb while your teammates cover the two entry points leading from bomb site A. CTs may attack while you're placing the bomb, so be prepared.



Bomb Site B Rush

If you move out quickly, you can reach bomb site B before the CTs have an opportunity to set up adequate defenses. At the start of a round, move toward these large double doors, except this time follow the sign leading to bomb site B.

Rush down these curved steps...



Carefully strafe in front of the wooden doors near C7. If you moved quickly up to this point, chances are that CT defenders aren't hiding on the other side yet.

Once inside the doors, scan the courtyard while moving up the steps toward the bomb site.

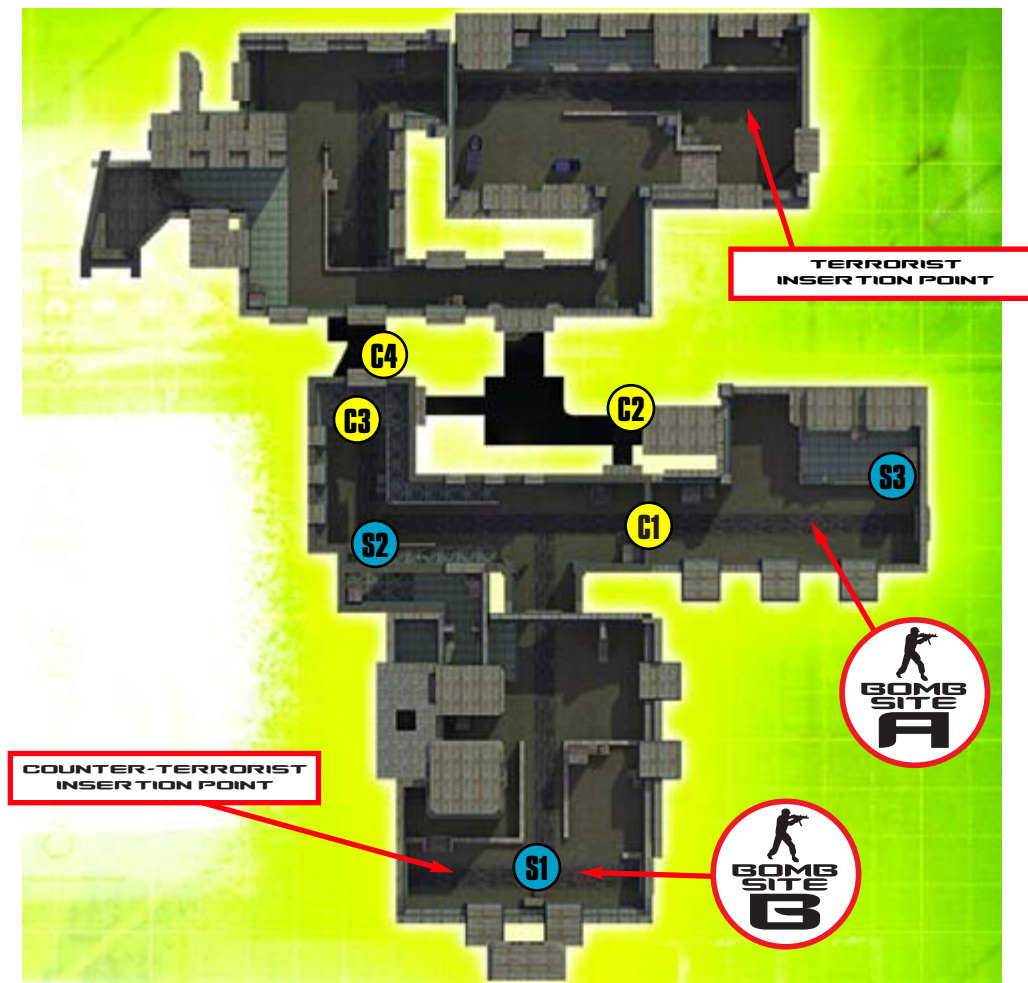


With the bomb placed, back up near C8 and hide behind the nearby crates. Watch for incoming CTs and keep them away from the bomb at all costs.



Dust

Map Type: Demolition



: Counter-Terrorists



Seal Team 6 Mission: Eliminate hostile forces. Stop them from deploying or detonating the bomb at bomb sites A and B.

Overview: If the CTs act quickly, they have a good chance of shutting down all passageways leading to the two bomb sites. Two main choke points are in the underpass and in the tunnel. In addition to two areas, it's important to defend the bomb sites as well. The map's lengthy passages make for several effective sniping positions, allowing CTs to hold back and engage the terrorists at long range.

: Terrorists



L337 Mission: Plant the bomb at weapons stockpile A or B. Prevent counter-terrorists from disarming it.

Overview: There are only a few paths to the bomb sites, making it difficult to avoid CT ambushes. The best option is to avoid open areas and take the fight to the CTs at close range. The dark tunnel system in the map's center is a key location to control. Securing this area provides passage to both bomb sites and allows the terrorists to avoid getting caught in the open by CT snipers covering the underpass.

Key Locations

Bomb Site A

Bomb site A is usually a major point of contention as the terrorists rush to bomb it and the CTs attempt to secure it. There are only two main entry points: one through the tunnel and another through the large wooden doors. The area surrounding the bomb site is loaded with crates, providing defenders with plenty of cover and concealment.



Bomb Site B

Right next to the CT insertion point, bomb site B is tucked away from the map's major choke points. Because CTs have plenty of time to adjust their defenses, terrorists usually skip this site—especially when playing against bots. Like the other site, there are two major entry locations, requiring defenders to scan two different directions. Pay attention to the narrow passage on the side—this is a popular route for sneak attacks.



Camping Spots

C1

By crouching in between the large wooden doors at bomb site A, you can cover several incoming paths. When defending from this position, it's best to have a good rifle. Submachine guns and shotguns don't provide the long-range accuracy needed to engage distant targets. If a teammate is placed at C2, you can effectively lock down bomb site A.



C2



This spot is close to C1, but just inside the tunnel. From here, CTs can cover one of two major choke points as terrorists flow into the tunnel. Crouch next to the crate

and aim straight ahead. Terrorists usually move through the passageway to the right. If you see nothing, back up behind the crate and aim out through the opening near the double wooden doors. Either way you can cover both paths leading into bomb site A. This is a good spot to take early in a match, when you can't afford larger and more accurate weapons. Terrorists also can use this spot to secure bomb site A once the bomb has been placed. Automatic weapons and shotguns work well here, especially when faced with large coordinated rushes by the opposing team.

C3

This position overlooks the underpass, the map's other major choke point. However, from this spot you can't see down into the underpass. Still it's a good spot to ambush terrorists as they rush toward the bomb sites. Automatic rifles work the best. Bring some grenades along to toss down on your enemies.



Use this spot to cover the tunnel from a different angle. If a teammate is placed at C2, you can pinch the enemy at both sides. Use a sniper rifle to scan down the tunnel and pick off terrorists as they turn their backs and move toward bomb site A.



C4

Another option for covering the underpass is to move down in it. This works for both sides. Try using a sniper rifle to pick off enemies from a distance. You have a long line of sight from this position, giving you slight advantage against those with less accurate weapons.



You also can try to ambush enemies at close range. Several crates and nooks in the underpass provide plenty of cover for surprise attacks.



Sniper Positions

S1



You can adequately cover bomb site B from this position at the top of the short steps. Aim out into the archway and wait for enemies to move into view. If needed, drop back near one of the crates near the bomb site for better cover and concealment. While you're aiming into the archway, you could be flanked from the left, so keep an eye on this area as well. Better yet, have another teammate cover or patrol the narrow passageway to the left.

S2

This is the perfect sniping position for CTs. From here, you can cover the underpass as well as the tunnel opening near C3. Get here as soon as possible and set up before the terrorists can move beyond this point. If you have help from teammates, you can pin the terrorists in the underpass and pick them off one at a time. Bring some grenades and flashbangs to add to the confusion.



If terrorists exit through the tunnel, back up behind the nearby crate. This provides adequate protection, but limits your line of sight to one direction. Aim along the walkway heading toward the bomb sites and pick off terrorists as they turn their backs. If you have teammates covering bomb site A from C1, you can catch enemies in a wicked crossfire. You also can pick off terrorists trying to infiltrate bomb site A through the wooden doors. If your position is assaulted, retreat through the nearby passageway and take a position near bomb site B.

S3

The best way to defend bomb site A with a sniper rifle is to get as far back from the entry points as possible. Get on the platform near the bomb site and move to the back along the right side. Hop on the small ledge and move to the back wall.



Turn around so the large crate is on your right and the double door entrance is ahead in the distance. From this spot you can focus your sights on the small opening between the doors. The crate on your right keeps you safe (and concealed) from enemies moving in from the tunnel entrance.

If you're defending by yourself, you need to cover both entrances. Inch forward, past the crate, until you can get a good view of the tunnel entrance. Engage enemies in the tunnel before they infiltrate the bomb site. Otherwise you have to engage them with your pistol, or any other weapons you can scrounge.



Choke Point Crunch

The Tunnel

Act quickly to close off the map's two main choke points. Pick a good submachine gun or automatic rifle and make a break for the main archway leading out of bomb site B.

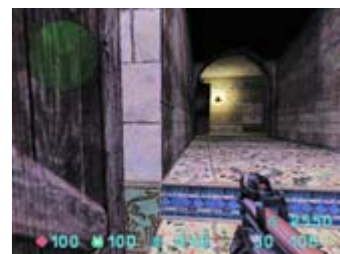


Rush past the wooden doors leading into bomb site A, and approach the nearby tunnel opening, aiming toward the C2 camping spot.

Cautiously enter the tunnel and move toward the crate. You're likely to bump into terrorists at this point, so stay sharp.



With the help of your teammates, hold this position and repel the enemy advance.



If it's clear, take a position near the crate and aim down the tunnel.



The Underpass

While part of the team covers the tunnel, the rest of the team should focus on the underpass. From the insertion point, move along the left side and approach the narrow passageway.



Race down this narrow passage. It's the most direct path to the sniping position at S2.



Weave around a series of corners, turning right, left, and left again until you spot the opening overlooking the underpass.

Depending on the weapon you're using, you may want to hang back at S2 and pick off incoming terrorist from a distance.



You also can jump down onto the nearby crates to get a better line of sight down the underpass.



Entering the underpass allows you to get a more distant view of the incoming terrorists, but you'll lose sight of the tunnel entrance near C3.

When it's clear, continue down the tunnel leading into bomb site A. Watch for snipers and other defenders on the raised platform ahead.



Peek out the tunnel exit and scan the large open area around the bomb site. Pick off any defenders you can see from a distance before moving out into the open.

TERRORIST

Tactics

Bomb Site A Assault

The quickest way to bomb site A is through the tunnel system. Rush up the steps on the left and turn left down the nearby passageway.



Follow the passage around to the right and focus on the tunnel entrance to the left.

Now take a position among the nearby crates and aim out toward the wooden doors. Keep an eye on the tunnel entrance as well to secure the bomb site.

Bomb Site B Assault

Take the underpass route to bomb site B.



Cautiously enter the tunnel and turn left at the intersection.



Before rushing to the bomb site, peek down the passageway to the right and engage any CTs camping near the wooden door.

As you enter the underpass, watch out for incoming CTs on the path ahead and on the sniping position at S2.

Follow the path through the underpass and turn left to move up the ramp.

At the top of the ramp, turn around and aim toward S2. Move along this pathway and clear it of any CT defenders.



Move through the sniping position at S2, and enter the passageway behind it. Take a left, a right, and another right to reach the narrow passage running along the bomb site.



Watch out for defenders at the end of this long passage. It's an ideal ambush area for defending CTs.

Sidestep out into the open, scanning the bomb site for any more defenders. Step softly to avoid alarming any defenders aiming at the main archway entrance.



Rush over to the bomb site and plant the bomb. Crouch behind one of the crates to avoid getting caught by enemy fire in the event of an immediate counterattack.

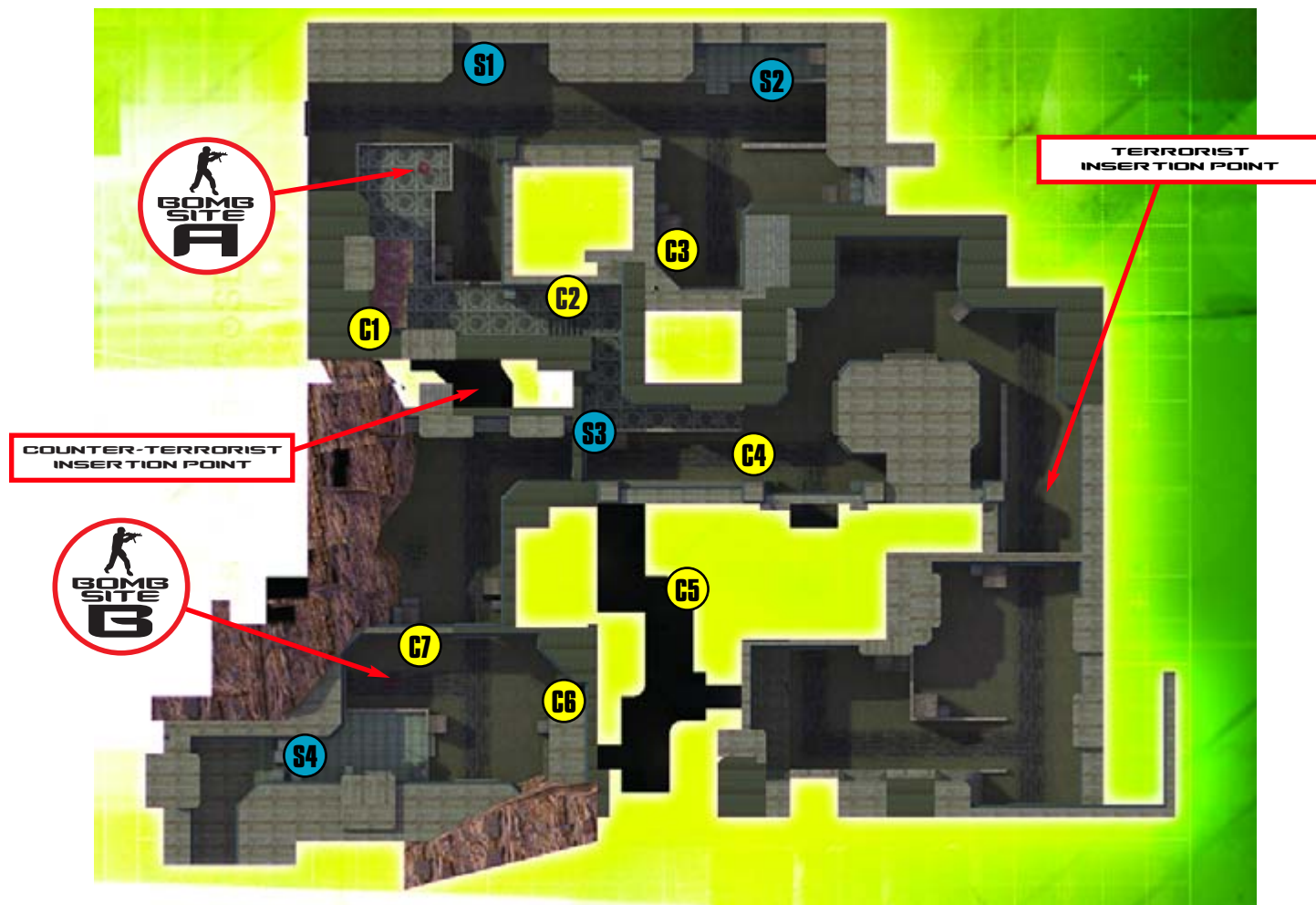


Now secure the bomb site and keep an eye on both main entrances.



Dust2

Map Type: Demolition



: Counter-Terrorists



Seal Team 6 Mission: Terrorists are attempting to detonate a bomb at site A or B. Eliminate terrorists and prevent bomb detonation.

Overview: Both bomb sites are relatively close together, allowing the possibility of a roving defense strategy. Still, it's a good idea to keep at least one scout near each site to report the positions of the terrorists. Use the lengthy passageways to your advantage by positioning snipers in key locations.

: Terrorists



L337 Mission: Detonate the bomb at site A or B. Prevent counter-terrorists from eliminating your team or defusing the bomb.

Overview: Staying out of the crosshairs of CT snipers is one of the most challenging aspects of this map. Avoid open areas as much as possible and vary your attack patterns. Concentrate on taking bomb site B; it's relatively easy to reach and easier to defend.

Key Locations

Bomb Site A

This bomb site is located on a raised platform next to the counter-terrorist insertion point. Although the site can be directly accessed only from two directions, it can be covered from several nearby locations. The crates and barrels provide plenty of cover for defenders, making it easy to stage ambushes.



Bomb Site B

Bomb site B isn't too far from the CT insertion point either, giving CTs only a few seconds to set up defenses before they can expect an attack. Due to the constricted entry points, this site is easier to lock down. As in Dust, the wooden doors leading into the site are partially open, creating a narrow gap. Along the same wall is a hole that can be accessed from the other side by climbing on a series of crates. Finally there's the tunnel entrance, just opposite of the raised platform.



Camping Spots

C1



From this corner position near bomb site A, you can guard both access points. Move into the corner and hop behind the small bench. You're pretty much wedged into this spot, but if you lay down enough firepower, it won't matter. The clutter of the crates and the bench can make you hard to spot, especially if enemies approach from the left.



C2

Here's another camping spot near bomb site A. This position allows you to



overlook the ramp leading up from the CT insertion point, often hitting the incoming attackers in the back. The only problem is that your right flank is open to attack, unless a teammate is covering from C1.

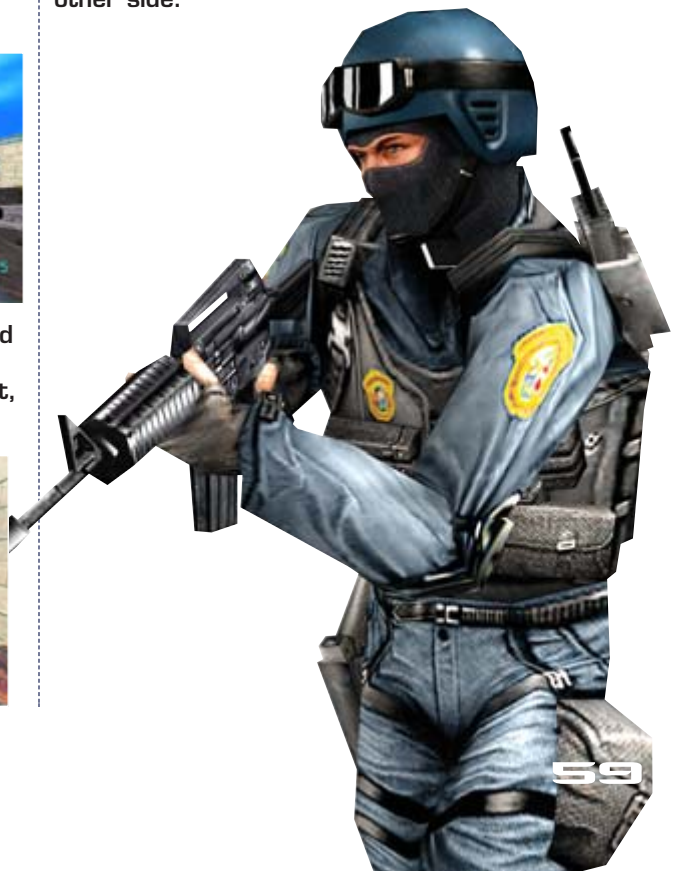
C3



Not far from the terrorist insertion point, this is one of the map's major choke points. CTs can use this spot to intercept terrorists moving toward bomb site A. If possible, try to move in front of the dark passageway and aim at the partially open doorways at the end.

C4

Here's a choke point that the terrorists can use to their advantage. Move up against the wall and aim at the doors at the bottom of the ramp. If you're quick enough to get into position you may hit some CTs moving from their insertion point. By concentrating automatic fire in the small crack between the doors you can effectively shut down this passage. The same is true for CTs camping on the other side.



CS



This darkened tunnel-like structure is another spot for CTs to catch terrorists on the move. Begin by moving up the short stairs, but stop before you reach the top. Aim to the left and gun down terrorists as they rush in through the nearby passage. Staying low on the stairs buys you some time, as the ambushed terrorists attempt to adjust their aim.

C6

Hide inside this nook near bomb site B to surprise incoming attackers. By sidestepping left you can glance through the open doors to the right, and blast enemies that attempt to enter. This spot also gives you a good view of the hole in the wall just above the bomb site. Novice attackers moving from the tunnel to your left probably won't spot you as they rush for the bomb site.



C7

This is one of the most obvious camping spots on the map, so it's not a good idea to use it when playing with your peers. However, it can still surprise the bots in single-player games.



Climb through the hole in the wall and drop down on the high crate on the other side. From here you can cover the entire bomb site area, but you're also highly visible, making you an inviting target for enemies.



Access it by crouch-jumping up on the crates on the opposite side of the wall.



Sniping Positions

S1



Use this spot to help cover bomb site A. Aim down into the low area that serves as the CT insertion point and pick off incoming enemies. You also can cover the walkway above, leading to the bomb site. Scan to your left to avoid getting flanked. There probably won't be too much traffic from this direction, especially if it's late in the round.

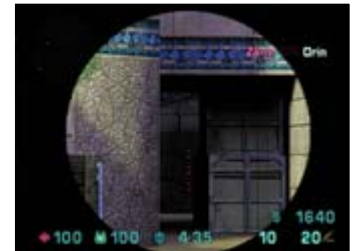


S2



Both sides can use this position to cover bomb site A. Peer through your scope to spot a red barrel (in the foreground) on the raised platform. This barrel is right next to the bomb site's target. Use this barrel to adjust your aim and wait for a target of opportunity to wander into your sights. Whether it's a CT disarming a bomb or a terrorist placing one, they usually stop next to this barrel, allowing you to drop them with one well-placed shot.

S3



Here's a nice counter-terrorist response for the camping spot at C4. Just inside the double doors, take a position along the ledge above. Aim at the narrow passage ahead. This narrow passage connects to an area next to the

terrorist insertion point. If you can get into position quickly, you can pick off a few terrorists as they filter through. Due to the limited width of the passage, they usually move through in single file—the perfect opportunity to skewer a couple of terrorists with one bullet.

54



Although bomb site B is compact and cluttered, taking this position at the back of the raised platform gives you the perfect view of the tunnel entry point. In fact, you can see a good distance into the tunnel. Use this opportunity to pick off incoming enemies before they move into the bomb site. Chances are they won't be able to see you tucked away in the corner among the crates. Even if they do respond, the range is in your favor—unless they have a sniper rifle too.



COUNTER TERRORIST

Tactics

Rapid Response Team

Before moving out, decide who is guarding which bomb site. If you have the manpower, consider using any remaining members as a rapid response team. The idea is to move around the center of the map and engage the terrorists. If a bomb is placed, you can then move to the site to secure and defuse.



Always make sure at least one team member has a Bomb-Defusal Kit. This buys you some extra time, which can be important especially if you have to fight your way to the bomb.



Hold near these double doors just outside the CT insertion point. This places you between the two bomb sites, giving you adequate response time to both locations. Listen for hints

on the radio as to where the attacks are coming from and respond—preferably before the bomb is placed.



In the event that the bomb is planted, secure the particular site and cover the team member with the Bomb-Defusal Kit.

Camping a Dropped Bomb

On some occasions you take out a lone terrorist with the bomb, causing him to drop a brown backpack—this contains the explosives.



Immediately order the rest of your team to the bomb's position. Wherever the bomb is, all terrorists will soon follow. The bomb sites are safe as long as the bomb stays under your control, so there's no risk in pulling other team members off guard duty. Covering the bomb is the top priority.



Watch where your team members set up and work out the best angle for maximum coverage. Eventually some poor terrorist will walk into your ambush. Take out all terrorists to win the round.



TERRORIST

Tactics

Bomb Site A Assault

The quickest way to bomb site A is through the narrow passage next to the insertion point. Turn left on the nearby ramp and jump over the ledge to reach it quickly.



Rush through this dark tunnel before the CTs can set up defense at the far end of the next long corridor.



Keep an eye on the double doors ahead while rushing forward. Sidestep to the corridor's right side to access the walkway running along the downward slope.



While moving along this walkway, stay up against the right wall to limit your exposure to any CTs lurking near the doors below.



Strafe around this corner to the right. The bomb site is around the next corner.



Slowly sidestep around the next corner to the left and scan the area around the bomb site. Pick off any defenders from a distance, using the corner and nearby crates for cover.



When it's clear, rush over to the bomb site and plant the explosives. If possible, have a teammate cover you.



Move up onto the raised platform and scan the area near the bomb site. Some CTs may be hiding among the crates.



Now dig in for a CT counterattack. Get a good view of the underpass, as most forces probably will come from this direction, fresh from guarding bomb site B.



When it's clear, jump down among the crates and plant the bomb.



Bomb Site B Assault

Head for this tunnel entrance not far from the terrorist insertion point—it's clearly marked as a passage to bomb site B. If you have a flashbang, toss it in before entering. This helps spoil the plans of any ambushing CTs.

Rush over to the nook at C6 and watch the bomb site. Stay concealed as much as possible and engage CTs as they turn their backs on you.



Inside the tunnel, keep an eye for CTs down the stairs to the right. Then take the passage to the left.



Sidestep out into this opening leading into bomb site B. Look for defenders on the raised platform ahead. If you encounter resistance, stay in the tunnel and pick off all visible CTs from a distance.

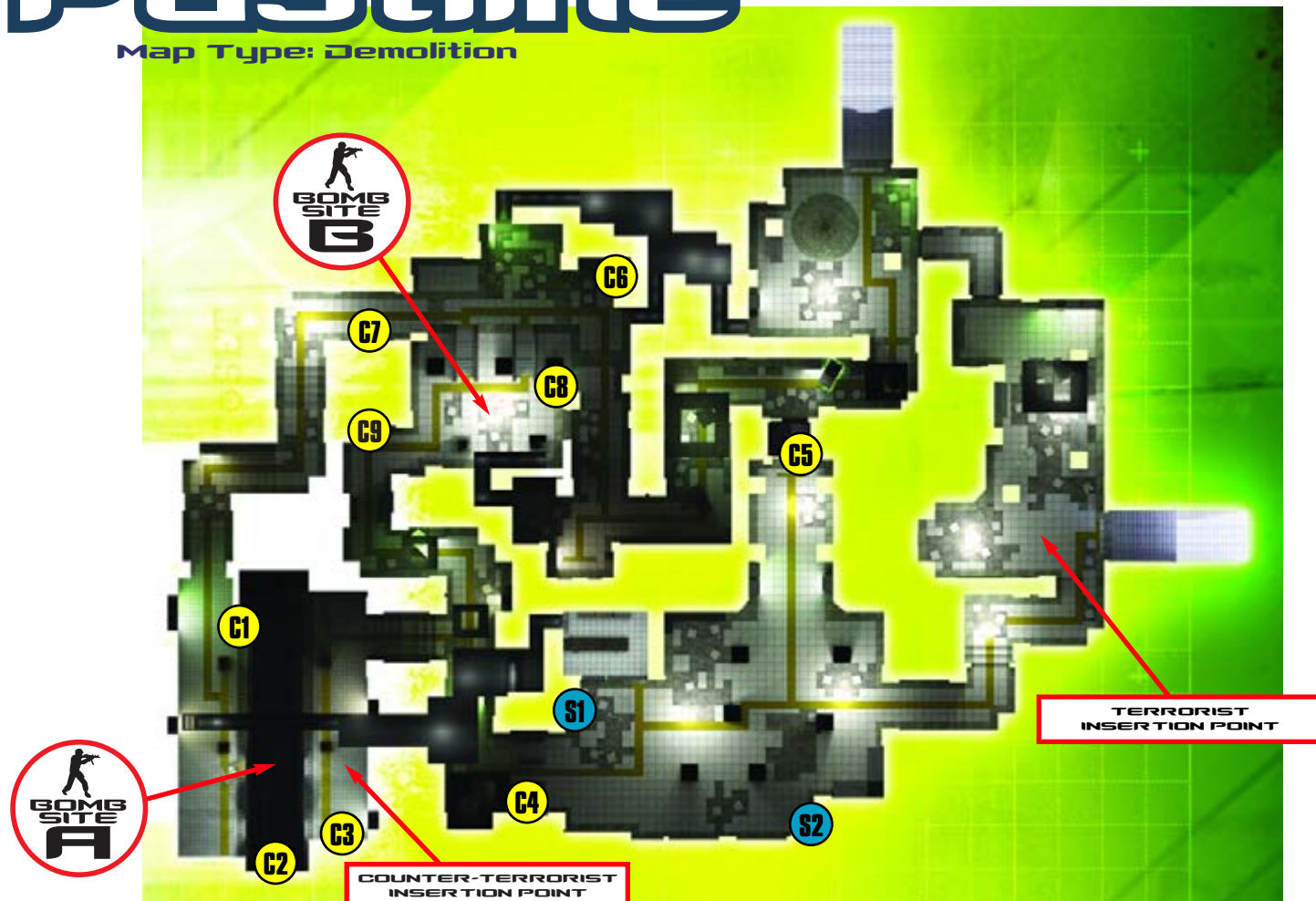


Cautiously exit the tunnel (C6) and scan the area to the right, near the double doors. Also look at the nook near the tunnel entrance.



Fastline

Map Type: Demolition



Counter-Terrorists



Kidotai Mission: Terrorists want to destroy the subway station. Eliminate them before they can, or defuse the bomb if they plant it.

Overview: If the CTs work as a team and set up appropriate defenses around the two bomb sites, they stand a good chance of withstanding any terrorist assault. The first priority is to rush to bomb site B (the lobby) and secure the top and bottom floors. After that you can worry about sealing off the main passages leading toward bomb site A. This is preferable to holding positions around the train. With bomb site B secure and the other choke points covered, use surplus teammates to hunt down the terrorists. The map is quite large and offers many good hiding spots, so be watchful of terrorist ambushes.

Terrorists



Akunin Mission: Enter the subway station and detonate a bomb at the train or in the lobby.

Overview: The terrorists have their work cut out for them on this map. Both bomb sites can be covered by the CTs before the terrorists can reach them. However, if the team sticks together, it's still possible to overpower the CT defenders at either site with mere brute force. Other options include using the various ducts to gain access to the bomb sites. This is a good stealthy alternative, especially when playing with only a few other opponents.

Key Locations

Bomb Site A

The subway train is a unique bombing target. Unlike most bomb sites, this one is extremely compact, requiring the terrorists to enter the train before planting the bomb. This makes defending the train straightforward, but covering the exterior approaches is more problematic. You can access the train car from both sides of the station platform. You can access the platform through the nearby corridors or through the ducts on either side. If you're low on manpower, stick close to the train when defending. Otherwise, it's difficult to predict which side the attack will come from. The CT insertion point is along the nearby platform, making this an easy spot for them to defend and a less likely target for the terrorists.



In the game, the bomb sites are not labeled with an A or a B. But for ease of reference, we'll refer to the train as bomb site A and the lobby as bomb site B.

Bomb Site B (The Lobby)

The lobby's distinguishing features are the two escalators that rise to the level above. The bomb site is at the base of these escalators, providing little cover for those planting or defusing a bomb. Still, there are plenty of hiding spots around the bomb site, particularly among the large square pillars. However, the avenue of attack is never quite certain, making defenders paranoid. While attackers are most likely to rush down the escalators, the nearby corridor and the ceiling duct in the corner are potential entry points as well. In some instances, it's best to stay out of sight until the attackers reach the bomb site. Then you can engage them at close range while they're occupied with the bomb.



Camping Spots

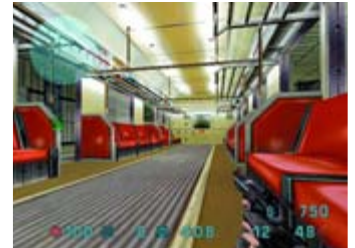
C1

Covering the outside of the train is just as important as covering the interior—assuming you have enough manpower to cover both station platforms. This position is on the opposite side of the CT insertion point. Move along the train and take a position along its side, with your back to the wall and the steps leading up to C7 on your right. This keeps you out of sight from enemies moving along this path, allowing you to shoot them from behind as they pass. However, the pillar in front of you completely obscures the ceiling duct. So you have to wait until an attacker drops to the ground and moves toward the train before you can target him.



C2

If you're on your own, this is the best spot for defending the train. Simply back up at the end of the car and aim toward the bomb site. Crouch to avoid being seen or picked off through the side windows.



Most of the time you can hold this position without being spotted until the attackers enter the train. This gives you plenty of time to open up with a barrage of automatic fire.

C3

Like C1, this spot is useful for covering the opposite station platform. Back up to the wall and put your left shoulder against the square pillar. From this spot you can view the length of the platform as well as cover the open duct in the ceiling.



Meanwhile, the pillar conceals you from enemies that might approach from the train. It's entirely possible that an enemy can infiltrate the train without you knowing it. Peek through the train's windows every once in a while, especially if you hear any nearby sounds. If you're lucky, you can pick off an enemy hovering over the bomb site.

C4

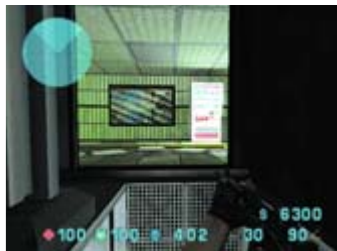
These subway ticket turnstiles are a major choke point, and the CTs should always hold them, especially in the early moments of a round. Crouch between one of the turnstiles and scan the



large room ahead. A few scaffolds and pillars are the only obstacles between you and the advancing terrorists. Use an accurate rifle to take them down at long range and prevent them from passing through the turnstiles or entering the office on the left. This office provides entry into the duct work leading over the train platforms. By holding this area, you can shut down one of the major paths to bomb site A.

C5

Hiding in this elevator shaft may seem a bit obvious, but you still can rack up a number of kills before the other team catches on. This can work equally well for both sides. This shaft is a major link between the large room covered by C4 and the upper level hallway leading toward bomb site B. By holding at the top of the elevator you can engage enemies moving from both areas. However, this works best for ambushing enemies in the elevator below. Aim down and blow them away as they climb the grate. If they're in a hurry, they won't even bother looking up before they start climbing, giving you the opportunity to rack up an easy kill.



C6

When it comes to covering the upper level near bomb site B, it doesn't get much better than this corner. Holding in the corner keeps you out of sight from enemies moving down the hall to the left while allowing you to cover the top of the escalators. You can surprise enemies exiting through the two floor-level ducts nearby, blasting them in the back as they rush toward the bomb site. Because you can't cover the bomb site directly, use this spot only when you have teammates covering the floor below.



C7

Here's another option for covering the upper floor near bomb site B. Crouch along these shallow steps and aim toward the top of the two escalators. This allows you to cover the same area as C6, as well as the adjacent hallway. You also have a clear shot of the floor-level duct straight ahead. By crouching along the steps you keep your profile low, but you also present your head as the most visible target. This can be bad when engaging targets at close range. If you come under heavy attack, retreat down the hallway toward bomb site A and reconsider your options for a counterattack.



C8

Without coverage up top, defending bomb site B can be a bit difficult. One of the best options is to move in this corner between the wall and the pillar while aiming out toward the bomb site. This keeps you mostly out of view from the escalators as well as the ceiling duct to the left. However, your view is rather limited too. This is fine if you're looking to ambush enemies as they plant or defuse a bomb, but you don't want to get into a toe-to-toe firefight while backed up into this corner—there is no easy way to escape.



C9

This dark corner across from C8 provides a more comprehensive view of bomb site B, but lacks the concealment. From this position you can cover the bomb site as well as catch glimpses of enemies moving along the hallway above.



This is also a good spot for ambushing enemies attempting to infiltrate the bomb site from the ceiling duct in the far corner. The main weakness of this position is its proximity to the adjoining hallway. While you're scanning the bomb site, you could be flanked from the right. Keep an eye on the radar, noting the positions of your teammates. When playing as a CT, make sure that the spot at C4 is maintained and vice versa—covering one prevents the other from being attacked.

Sniping Positions

S1



Not far from C4 is this decent sniping position covering the same large room. The main line of sight to exploit here is the view of the stairway at the far end of the room. By holding near the wall next to the office, you can get a clear shot at anyone moving down these steps. Even if your enemies return fire, chances are they can't hit you at this range. But because you're highly visible, fire quickly. When possible, use a semiautomatic sniper rifle for increased rate of fire. This position is most valuable to CTs when a teammate is positioned at C4 for added fire support.

S2



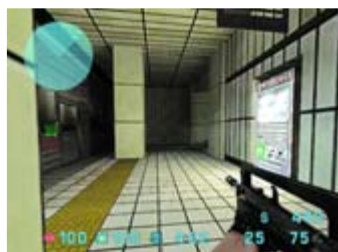
This spot covers the other long line of sight in the same room as S1. From here you have a great view of the elevator shaft—a frequent path of terrorists trying to reach bomb site A. The great thing about this spot is that the elevator gives your enemies little room to move, increasing your chances of scoring a hit. As a result, the elevator can become a major bottleneck, allowing you to pick off enemies one at a time as they bump into each other in an attempt to find cover. Try using a high-powered rifle such as the Magnum to skewer multiple targets with each shot. But watch the stairway to the right. For this reason, this spot is safest when you're accompanied by teammates at S1 or C4.

COUNTER TERRORIST

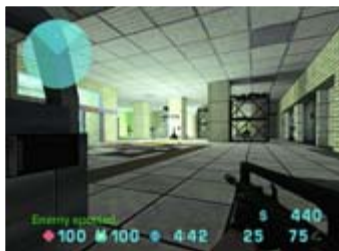
Tactics

Terrorist Hunt

If the rest of your team has the bomb sites locked down, consider patrolling the high traffic areas of the map in an effort to catch the terrorists off guard. Bring a buddy along and head for the hall adjacent to the insertion point.



Move through this short hall and take the branch to the right.



Hold near C4 for a few seconds and scan the area ahead for enemy movement.

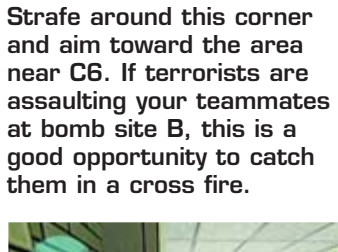
While your teammates cover, move out into the open toward the stairway at the opposite end.



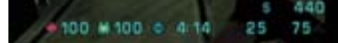
If the room is clear, continue into the elevator. Scan the area above before moving inside. Climb the grate to reach the level above.



Move through the hallway leading toward bomb site B. Keep an eye on the dark corners and be ready to take cover along one of the vending machines if you come under fire.



Strafe around this corner and aim toward the area near C6. If terrorists are assaulting your teammates at bomb site B, this is a good opportunity to catch them in a cross fire.



As you get closer to the stairway, swing left to scan the area near the elevator.



As you exit the elevator shaft, scan both ends of the hallway—terrorist campers may be waiting for you. When it's clear, take a left.



Continue down the hall and peek over this railing to the left. From here you can fire down on any opponents who have infiltrated the bomb site.

If it's clear, descend the escalator and take a defensive position at the bomb site. From here you can decide to stay put or continue moving back to the subway platform to complete the circuit. By following this patrol path, you're bound to encounter terrorists moving toward one of the bomb sites.



When the area is clear, exit the elevator and hug the right wall, following it around the corner and past the wall-mounted ATMs.



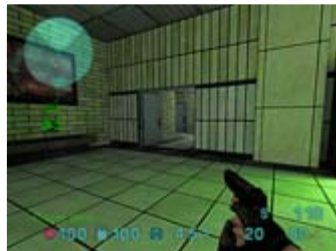
You eventually come to an office with a vent on the far wall.

TERRORIST

Tactics

Bomb Site A Assault

There's no simple way to get to bomb site A, but by taking your time you can sneak in without drawing much attention. Move through this low doorway not far from the terrorist insertion point.



Ignore the floor level ductwork on the opposite end of this room and proceed through the hall to the left.

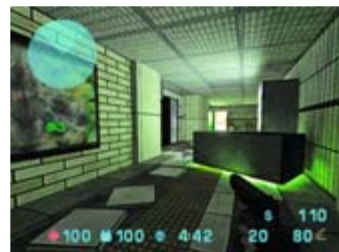


Climb up toward this vent and break it to enter the duct.



TIP

If you don't want to give away your position, break vents with your knife.



As you round the next corner, spot an overturned vending machine on the right and the elevator shaft on the left. Scan the end of the hall, then cautiously move toward the elevator shaft.

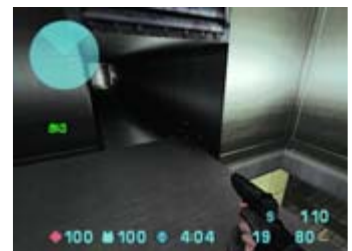


Peek through the opening in the elevator's roof and drop down to the floor below.



Once inside the elevator, crouch and search the large room ahead. Watch for snipers positioned near S2. If you come under fire, take cover along the left side of the elevator and strafe out to return fire.

Crawl through the vent and ignore the open hatch to your right. This drops down to the station platform near the counter-terrorist insertion point.

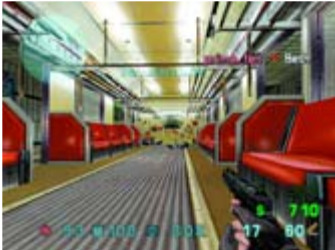


Continue moving through the duct until you come to this vent at the end. Break it and drop to the ground.



You land just outside the train. Quickly scan the surrounding area for campers. Peek inside the train to make sure no CTs are camping the bomb site.

When it's clear, move into the train and plant the bomb.



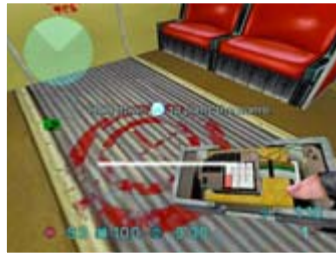
Bomb Site B Assault

Although it's possible to rush bomb site B, your team isn't close enough to take control of the site before the CTs arrive. Instead, try a stealthy approach. Move along the same path that takes you to the elevator shaft.

Strafe around corners to avoid being surprised by CT defenders and continue past the shaft.



Before approaching the vent, peek around the corner to the right. Strafe to your left while aiming toward C6.



Now move to the camping spot at C2 and wait for the counter-terrorists to respond. Pick them off as they rush in to defuse the bomb.

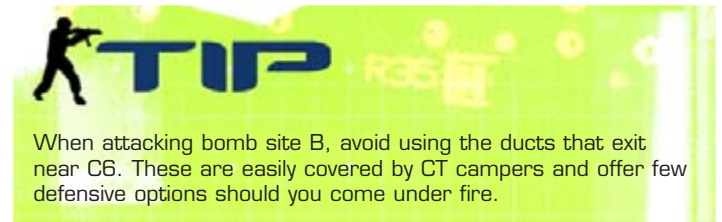
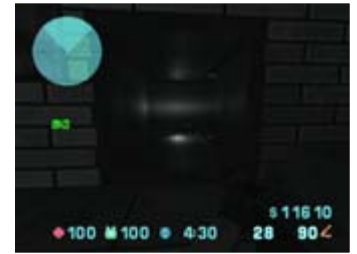


Use overturned vending machines for partial cover while rounding corners.

As you approach this corner near bomb site B, notice a floor-level vent. This is how you'll access the bomb site.



When you make it to the vent, break it with your knife and crawl into the duct.



When attacking bomb site B, avoid using the ducts that exit near C6. These are easily covered by CT campers and offer few defensive options should you come under fire.

The duct leads to another ceiling-mounted vent near the corner of the bomb site. Use your knife to break it.



Back up into the corner at C8 and wait for the CTs to counter-attack. From this spot you can hit them as they rush from the hall near C9 or as they descend the escalators.



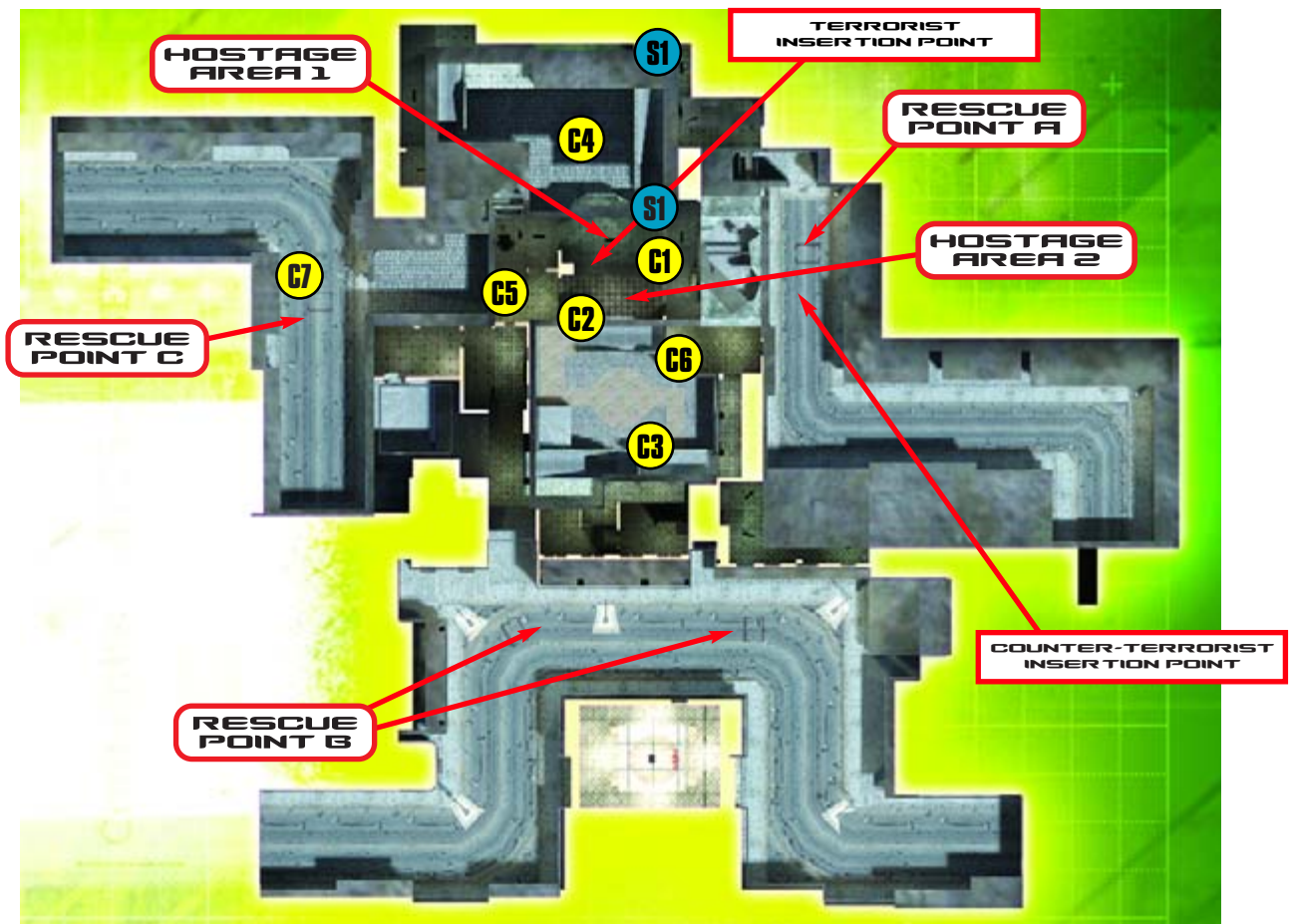
As you drop to the floor, scan the surrounding area for CT campers. Scan the areas near C8 and C9 as well as the area at the top of the escalators.

When it's clear, plant the bomb. If your team isn't already with you, order them to fall in.



Havana

Map Type: Hostage Rescue



Counter-Terrorists



Seal Team 6 Mission: Terrorists are holding hostages in an abandoned villa. Raid the house and rescue the hostages.

Overview: Because the hostages are in one general area, the CTs' best option is to stick together and rush the hostage areas. In large matches, consider splitting the team into two squads, one responsible for securing the hostages and another team to secure a designated path to one of the rescue points.

Terrorists



NTO Militia Mission: Counter-terrorists have discovered the villa safehouse. Protect the hostages there. Eliminate the counter-terrorists.

Overview: The dilapidated mansion provides multiple opportunities to catch the CTs in ambushes, but don't wander too far from the hostage areas. One or two terrorists can cover both hostage rooms adequately. Concentrate the rest of your defenses around the perimeter of the two courtyards.

Key Locations

Hostage Area 1

Think of this as the green hostage room. It's in the upper level of the mansion, on the opposite wall from hostage area 2. The hostages are in front of an open balcony overlooking a courtyard—the one with the gazebo. This room has two entry points on either side. The large balcony is open to gunfire from the courtyard and surrounding upper level walkways outside.



Hostage Area 2

The yellow hallways lead to this hostage room. Like the previous room, this one has two entry points on either side. The two large glass windows can't be broken, so the room is secure from gunfire originating from the courtyard.



Rescue Point A

This point also serves as the CT insertion point. The rescue point is in the middle of the street, making it easy to cover from all directions.



Rescue Point B

This point is easily distinguished by the "Viva Fidel" graffiti on the nearby wall. When rescue point C is out of question, this spot is a good alternative for CTs moving through the courtyard near hostage area 1.



Rescue Point C

This is the closest rescue point to the hostage rooms. CTs can reach this point by jumping out of an upper story window near hostage area 1 and rushing through the alley and out into the street.



Camping Spots

C1

When defending hostage area 1 from within the room, always take a position along the inside wall. This provides the most cover from the adjacent hallways. Stick to the corners to avoid falling prey to incoming fire from the courtyard. If possible, cover this room with a buddy. While crouching in one corner, aim at the opposite entrance near your teammate. If he aims at the entrance next to you, you can cover each other's backs. In the event that CTs storm the room, don't remain still. Instead, retreat to one of the hallways and prepare to counterattack while the CTs secure the hostages.



C2

Here's another position for terrorists defending the hostages. In hostage area 2, pick a corner next to one of the entrances and crouch along the outside wall. If you're on your own scan left and right to cover both entrances. Watch your radar while listening for footsteps. If the rest of your team is dead or out of the area, patrol between the two hostage rooms. The CTs will attack at some point, and it's best to avoid getting stuck in a corner.



C3

Both teams can use this spot on the opposite side of the courtyard from hostage area 2. While you can't shoot through the windows in the hostage room, you can cover the courtyard below, including the staircase to the left.



C4

Here's another option for covering hostage area 1. From the upper walkway of the adjacent courtyard, jump over to the top of the gazebo. From here you have a good view of the courtyard as well as the open balcony of the hostage room. However, use this spot sparingly. The opposition can hit you from multiple positions. For better concealment, drop to the ground and enter the gazebo. The darkness keeps you well hidden, but your view of the hostage room is greatly reduced. Still this can be a great spot to cover the courtyard from, especially if you're using a silenced weapon.



C5

This window looks down into an alley that leads to rescue point C. For terrorists this can be a good spot to catch CTs moving on the street below in the opening moments of a match. Later use this position to block CTs from escaping through the window. Crouch-jump into the window and turn around. If you come under fire, back up to fall out of the window. On the ground, take cover behind the trash bin and aim up at the window to catch any CTs that follow you.



C6

This stairway near hostage area 2 is a good choke point for the terrorists. When CTs take a direct path to the hostage rooms, they move through this courtyard and rush up these steps. Take a position at the top of the steps and mow them down with automatic fire.



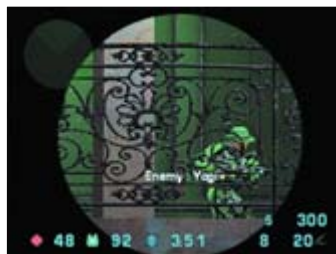
C7

Rescue point C is a hot spot for both sides due to its close proximity to the hostage rooms. Both sides can use this spot to cover the upper floor window near hostage area 2. Use an accurate rifle when taking this position. You don't want to hit any hostages.



Sniping Positions

S1



If you're a good sniper, try this position for covering hostage area 1. Move to the opposite side of the adjacent courtyard and take a position in the far dead-end corner. Back into the little nook in the corner to provide partial cover for your right flank. Aim at the balcony across the courtyard to get a clear view of both hostages. When playing as a terrorist, wait for a CT to stop next to one of the hostages. Zoom in, line up your sights, and squeeze the trigger. Counter-terrorists can use this position too,

both to attack defenders and to cover the assault by other teammates. You could also use the area below S1 as a sniping position, but visibility of hostage area 1 isn't as clear as it is upstairs.

S2

This is a counter-sniping position for S1. When you're playing as a CT, S1 is likely already occupied, or soon will be. Move to rescue point B and enter the damaged building leading into the courtyard.



Stop short of stepping out into the open and stay in the shadows. Crouch and peek between the pillars and get a good fix on S1 at the top of the stairs. Zoom in to get a clear view and fire. If you miss, back up into the shadows to prevent being seen.

COUNTER TERRORIST

Tactics

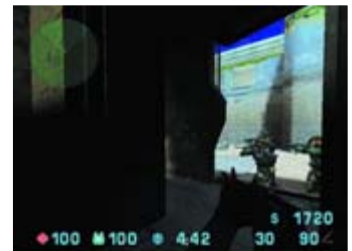
Quick Assault

With the support of your team, speed through and rescue the hostages before the terrorists can get their act together. Begin by moving through the alley near the CT insertion point.



Hang a right through the small yellow room that leads out into the courtyard.

Hold near the opening into the courtyard and help your team drop any resistance. Scan the perimeter before rushing outside. If a large firefight ensues, continue while the rest of your team occupies the terrorists.



Rush up the stairs and avoid stopping during your ascent. Jump if needed to avoid incoming fire.



Turn right at the top of the stairs and enter this hallway.

Move to hostage area 2 first. While rushing forward, equip a flashbang and toss it into the room. Switch back to your primary weapon and clear the room. Secure the hostages and proceed to the next hostage room.



Before jumping through the window, scan the area below (near the trash bin) for any campers. Glance farther down the alley and into the street as well.

Crouch-jump through the window and turn around to make sure all hostages are behind you. Scan the window above to make sure no terrorists are on your tail.



Cautiously approach hostage area 1 and toss in another flashbang. Enter and clear the room, securing the hostages as quickly as possible.

Return through hostage area 2 and spot the window in the adjoining hallway—labeled C5 on the map.



Before you reach the end of the alley, strafe around the corner and glance down the street. Sidestep through rescue point C to successfully win the round. Try to accomplish this plan in less than 90 seconds.

TERRORIST

Tactics

Hostage Room Patrol

Instead of staying in one position, keep moving between the two hostage rooms.



Watch both rooms by sidestepping left and right in one of the adjacent hallways.



You eventually run into one of the CT members trying to run off with your hostages.

Roving Defense

If the hostage areas are covered by teammates, take to the courtyards and scan for enemies.



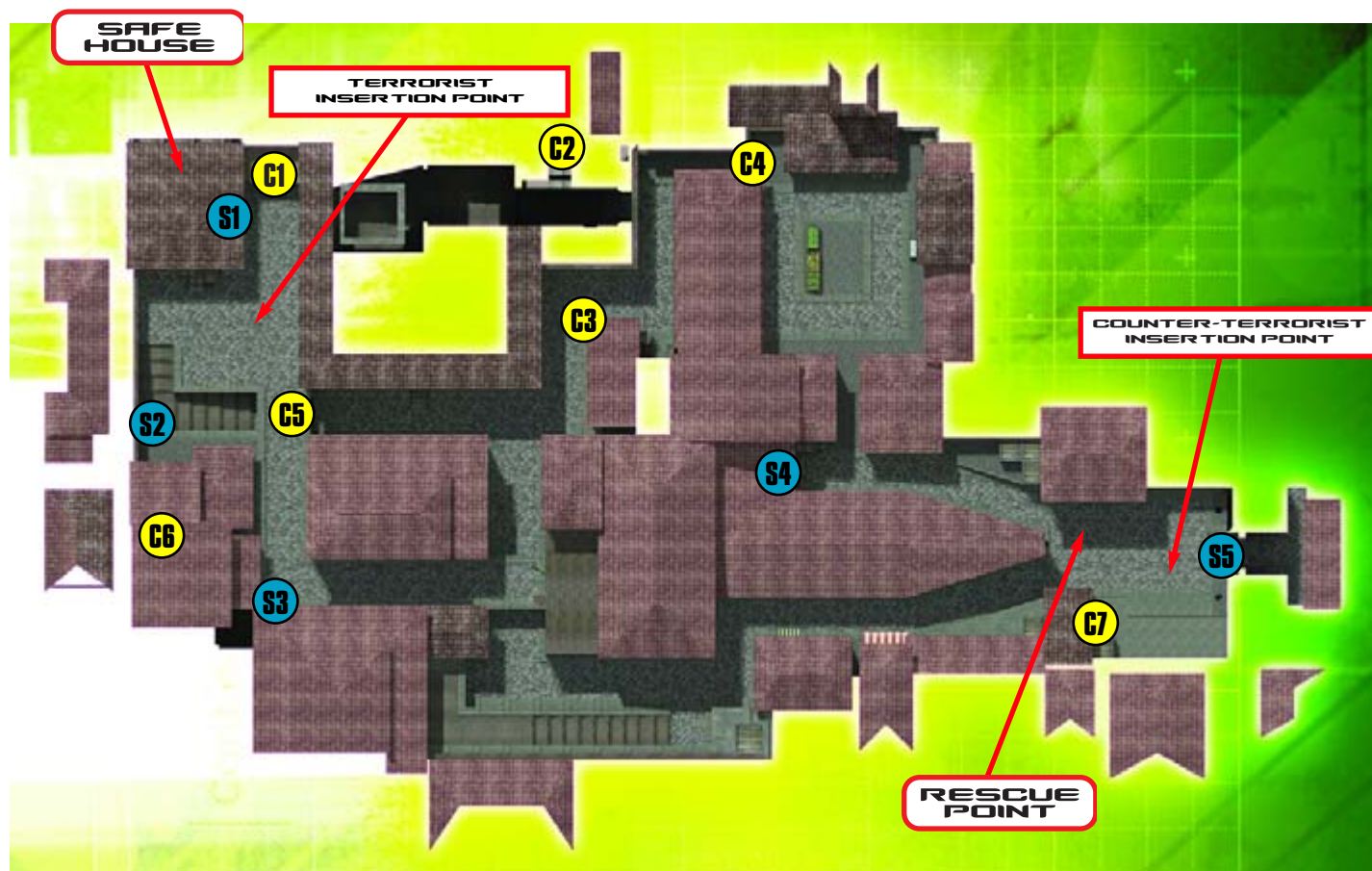
Keep patrolling the courtyards while keeping an eye on the two hostage areas.

Unless you have plenty of teammates, forget camping the rescue points. The CTs have three points to choose from, giving them pretty good odds of missing you. If you do camp a rescue point, make sure the other points are covered too. Your best bet is to stick close to the hostages and prevent the CTs from securing them.



Italy

Map Type: Hostage Rescue



Counter-Terrorists



GIGN Mission: Enter and sweep terrorist safehouse where hostages are held. Rescue hostages by returning them to the extraction point.

Overview: Plenty of paths lead to and from the safe house, but all paths converge on only one rescue point. It's important to have at least one team member stay behind and prevent this area from falling into terrorist hands. Vary your routes to the safe house each round and try to stick together as a team. Move through areas such as the apartment and the wine cellar to avoid getting caught in the ambushes along the narrow streets. Escort the hostages back to the rescue point through these same areas.

Terrorists



NTO Militia Mission: Guard the hostages. Eliminate counter-terrorists before they can enter the safehouse and perform rescue.

Overview: The terrorists can either hunker down near the safe house, or move out and try to ambush the CTs in the streets. If manpower allows it, a combination of both tactics works well. The problem with a roving defense are the multiple paths that the CTs can take. You could wander around the whole map and never spot a single CT. For that reason, try to stick near the safe house or the rescue point. You're guaranteed to run into the enemy at these areas.

Key Locations

The Safe House

The hostages are kept in a safe house next to the terrorists insertion point. These two hostages are on the first floor, tucked in the corner next to a large crate. The crate's position makes the hostages hard to see when you enter the room from the adjacent hall.



The other two hostages are on the second floor—turn right at the top of the stairs to see them. A large radio in the corner pumps out Italian opera music, adding a bizarre element to the atmosphere. But the music actually works in favor of the CTs, as it helps drown out the sound of incoming footsteps.



NOTE

In addition to the downstairs entrance, you can access the safe house through an upstairs window by climbing onto this stack of crates.



Crouch-jump to the top of the stack. If you're assaulting the building as a CT, make sure a teammate covers your back while you climb the crates.



At the top, crouch-jump across to the windowsill—a regular jump won't cover the distance. Once you reach the windowsill, crouch to crawl through the window.

The Rescue Point

The only hostage rescue point on this map also serves as the CT insertion point. Two long streets funnel into this open area, making it easy to cover by either side's snipers. CTs should secure this area for the duration of a round to prevent terrorists from setting up. Otherwise, returning to this spot with hostages in tow is dangerous.



Camping Spots

C1

This dark corner just outside the safe house is an excellent position for terrorists. From this corner you can hit anyone who tries to enter (or exit) the ground floor entrance, while the shadows help conceal you. However, you don't have much in the way of cover, so make your shots count—a shotgun works well for solely covering the nearby door. But a longer-range weapon is more appropriate for a more generalized defense. If possible, use a silenced weapon to keep your target guessing. CTs also can use this spot to secure the outside of the house while the hostages are rescued.



C2

While hiding in this little nook may seem obvious, you can still surprise a few players. Instead of opening fire as your enemies run by, wait until they pass, then move into the dark passageway and open fire on them from behind.

However, this relies on you not being spotted in the first place. So stay crouched at bottom of the steps and hold your fire. Even if passing enemies glance in your direction, they may not see you. But don't take any chances. If an enemy stops in front of the doorway, blast him.



C3

This is a good choke point for terrorists to hold. Take a position near this corner and aim through the narrow passage ahead—just beyond is the open marketplace. CTs moving along this side of the map must pass by this entrance, giving you the opportunity to fire on them. As a result, this is often the site of some intense gun battles. Bring along some flashbangs and grenades to get the upper hand.



C4

Take cover along the side of this barrel and aim into the marketplace. If the terrorists have teammates at C3, this is the perfect spot to catch CTs in a cross fire. The marketplace is a major thoroughfare, and this is one of the best camping spots. By holding in this corner you can cover two passages leading to the safe house. Although this is an ideal spot for terrorists, CTs can use it to pick off any unsuspecting roving defenders.



C5

This position, just a few steps from the terrorist insertion point, overlooks another narrow passage, serving as a good ambush spot. In addition to covering the passage, you also can cover the exit from the wine cellar by aiming down and

to the right. It's not a great angle, but at least you can see some movement, allowing you to turn around and hit them as they move up the stairs behind you.

C6

The wine cellar is a popular route for CTs, whether they're infiltrating the safe house or escorting the hostages back to the rescue point. Early in a round, hold in this dark corner and aim for the doorway—this is where CTs enter. For best results, use an automatic rifle, but a submachine gun works well too. Use this same spot later in the round too, assuming the CTs move the hostages through here. Instead of covering the doorway, aim to the left and hit the CTs as they enter—just watch your aim around the hostages.



C7

If you choose to camp the rescue point, this corner near the two entries is a good spot—especially if your weapon has limited range. This can work equally well for both sides.



However, the raised platform nearby offers a bit more protection and distance. Crouching behind the guardrail makes you harder to see. This is a good spot for CTs to pick off terrorists attempting to gain control of the rescue point.



Sniping Positions

S1



By peering out this window in the safe house, you can see all the way down the darkened path ahead. This is an ideal kill zone for a terrorist sniper. Once CTs enter the passage, there's little opportunity for cover, allowing you to pick them off one-by-one. For best results, hold your fire until they're about a quarter of the way into the passage. They may retreat and choose another path if you open up too early.



Even if there's a sniper in S1, CTs can safely advance down the adjacent passage by using a ballistic shield. Line up your team single file behind the team member with the shield and slowly proceed to the safe house.



S2



This position covers the same passage as C5, but provides a long-range approach ideal for a sniper. Peer through the scope and pick off CTs advancing at the far end. The only obstacle is a large crate on the right side. Even if CTs take cover behind this crate, you can pin them, forcing them to stay put or attempt another route. However, this position is relatively open to attacks coming from the wine cellar. If this happens, switch to your pistol and retreat to the safe house. Don't get caught in a firefight with CTs at close range, because you probably won't survive.



S3

CTs that enter the apartment at S4 emerge from this open doorway just ahead. Keep your scope centered on this passage and pick off any CTs as they come into view. If the CTs get bottlenecked near the doorway, you could take out a couple with one shot. However, due to the relatively short range, an accurate automatic rifle can work well here too.



S4



Whether playing as CTs or terrorists, this is a good spot for covering the rescue point. CTs can reach this spot by climbing up the nearby stack of crates and hopping through the window. Terrorists can reach it by entering the doorway near S3 and moving through the apartment. This apartment entrance makes the spot open to attacks from behind, so listen for incoming footsteps while holding this position, and peek to the right every now and then.



If you don't have a sniper rifle, try camping below the window at S4. Push back into the darkness among the crates, and aim down the path leading to the rescue point. However, this isn't a good spot for terrorists because you stand the chance of blasting the hostages trailing behind any CTs. But CTs can use this spot to help secure the rescue point.

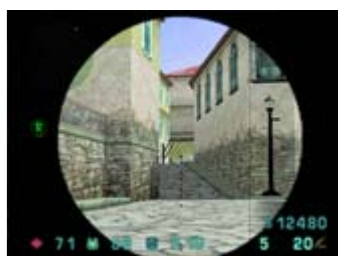


S5

By holding this spot at the back of rescue point, you can cover both streets that branch off into the distance. You won't have the protection or concealment of any objects, but if you're good with the rifle, you can pick off any threats from a distance before taking too much damage.



Aim left to cover the street leading from the wine cellar area.



The view to the right covers the path leading into the marketplace as well as the window at S4.

Sidestep into the wine cellar and scan the corners—particularly the one at C6. If your team has any extra flashbangs, this is a good room to use one on. Otherwise, save them for the safe house assault.



Cautiously work your way through the cellar and watch for terrorists moving through the passage ahead.



TIP

Terrorists sniping from S5 need to watch their shots. If a hostage is behind a CT, your bullet may pass through the CT and continue into the hostage, potentially injuring or killing him. For this reason, avoid using high velocity sniper rifles such as the AWP.



Strafe around the next corner to spot the doorway leading outside.



Before exiting, scan both ends of the adjacent passage, then turn left to move up the stairs.



Turn right while ascending the stairs to spot the safe house. Keep your sights on the upper floor window and hammer any resistance with automatic fire.

COUNTER TERRORIST Tactics

The Wine Cellar Route

Try taking the wine cellar route to avoid some of the more obvious choke points and sniper positions. Begin by taking the left street from the CT insertion point. Stay along the left side and climb these steps.



Turn right to spot this short bridge. If you see resistance in the alleyway below, keep moving—you don't want to get caught in a firefight here.



Enter the nearby doorway and descend these short steps.

Safe House Takedown

Although it's possible to enter the safe house through the upper floor window, it's not the quickest way to overwhelm the defenders with maximum firepower. Instead, go through the front door. Begin by sidestepping into the front hall and gun down any campers at the far end.



Stay clear of the next corner and equip a flashbang. Throw it at the wall inside the next room,



causing it bank off the wall. Rush along the right side of the hallway before it goes off and switch back to your primary weapon.

The occupants of the next room will be blind for a few seconds, so rush in and sweep all corners. Stay away from the base of the stairs and move to clear the corner near the two hostages—there may be a terrorist hiding behind the crate.

With the first floor clear, approach the base of the stairs and equip another flashbang. Toss it up into the room as shown, bouncing it off the far wall, then sidestep right before it goes off. If this is your last flashbang, you automatically switch back to your primary weapon.

Rush up the stairs while the occupants are blind, and aim to the right. Scan all corners including the spot near the window. While your teammates secure the hostages, watch for terrorists moving from the adjacent hallway near S1. Once the area is clear and the hostages are secure, choose a way back the rescue point. The path through the apartment is always good. Try to avoid the marketplace.



If hostages were injured during a gun battle, avoid leading them through paths where they have to drop out of windows. If their health is low, even a short fall could kill them.



TERRORIST Tactics

Camping the Safe House

When you don't have the manpower to guard the map's various choke points, fall back into the safe house. The first lines of defense should be the spot at C1 and the balcony above. The front entrance can be covered adequately from these two spots.



The window overlooking the step leading up from the wine cellar is another good position.



Place another team member at the end of the hallway on the first floor, covering the main entrance. In later rounds, use a heavy machine gun to cover this entrance. Even if a flashbang is thrown into the room, the blind gunner still can lay down an impenetrable wall of lead.

In the next room, use the large crate for cover and take up positions near the two hostages.



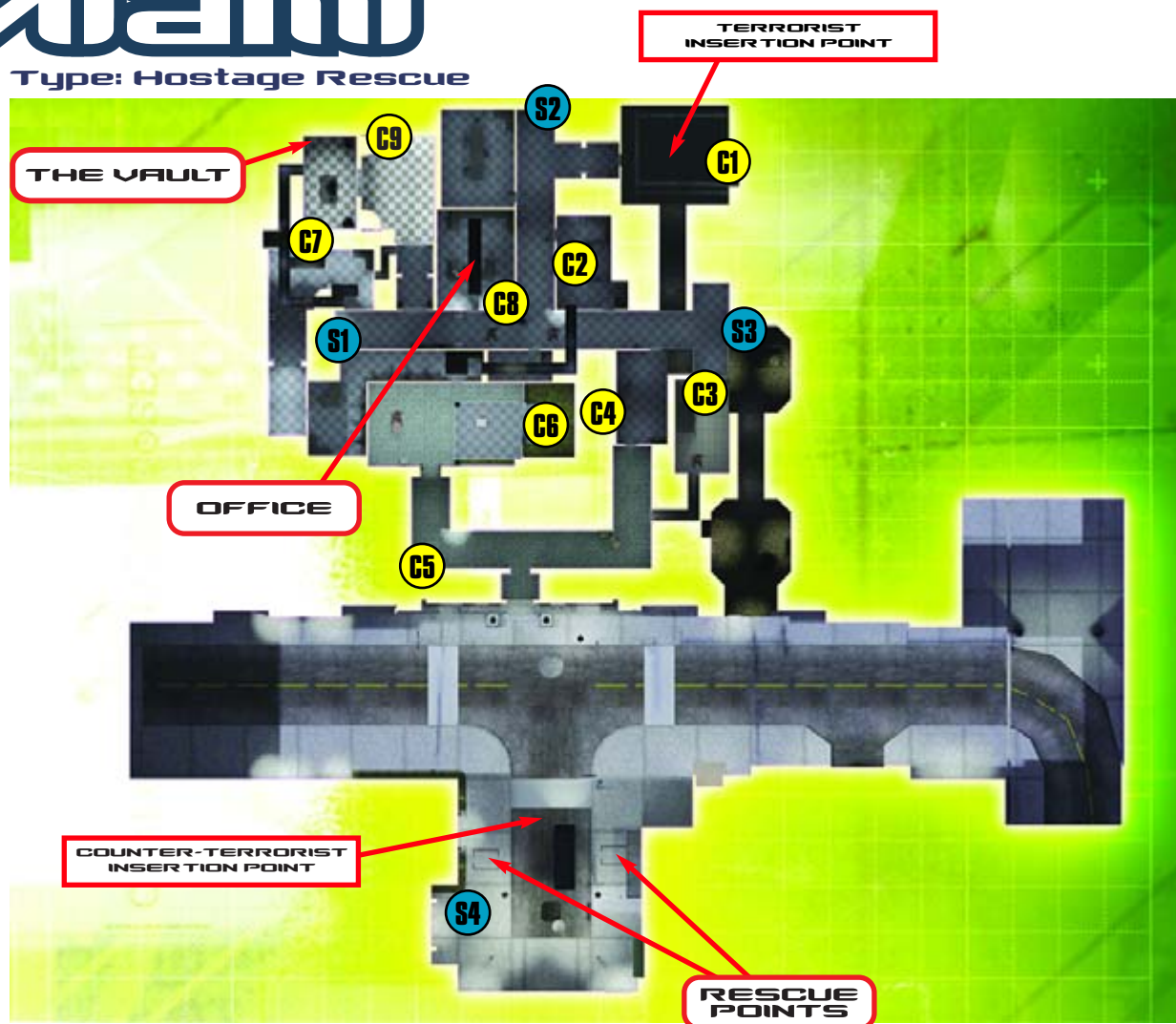
Upstairs, use this hostage for cover and pick off the CTs as they move up the steps.



This position at the top of the stairs is also good. From here you can cover the room below as well as the upstairs window should any CTs attempt to enter this way.

Miami

Map Type: Hostage Rescue



Counter-Terrorists



Seal Team 6 Mission: Terrorists robbing a city bank have taken hostages. Enter the bank and rescue them.

Overview: The bank is full of potential ambushes and traps, so your team needs to work together to overcome the stiff defenses. As a rule, always bring along flashbangs. Not only are these good for storming the hostage rooms, but they can also help you out along the narrow hallways and other choke points. Consider splitting your team into at least two squads and assault from multiple directions. This tactic causes the terrorists to spread out their defenses and reduces the chances of your whole team getting in a single lethal ambush.

Terrorists



NTO Militia Mission: Counter-terrorists are deploying to stop your bank robbery. Protect the hostages and eliminate the counter-terrorists.

Overview: As you must in all hostage rescue maps, construct a layer of defenses centered around the hostage areas. Instead of covering the actual hostage rooms, concentrate on the nearby choke points, such as the main hallway and the various ducts. Consider these areas the core of your defense. If you're playing with more teammates, extend your defenses into the sewers and around the rescue points outside. Some roving defenders also come in handy, mainly to scout out the direction of the CT attack.

Key Locations

Hostage Area 1: The Office

Two of the hostages are located in this large office, just off the main hallway. Inside are a few tables and computers, but no solid cover. However, there is only one entry into this room, via the open doorway leading into the hall. This makes the room relatively easy to defend, even by one terrorist. For this reason, CTs always should toss in a flashbang before entering.



Hostage Area 2: The Vault

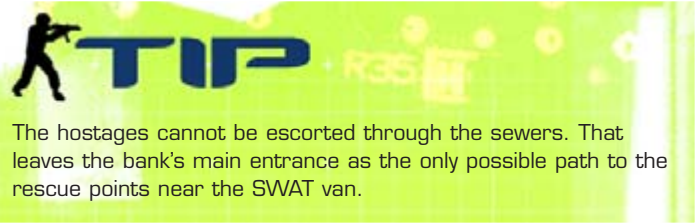
Not far from the office is the bank's vault, where the other two hostages are held. This is another room that one or two terrorists can easily defend. The vault has two entry points, the most obvious being the partially open vault door. But there's also an open duct high above on the wall opposite of the vault door. The duct is only an entry point. Because it's high up on the wall, it cannot be accessed from the vault floor. So any attackers moving through the duct must exit through the vault door.



Rescue Points



Technically there are two separate rescue points, but they're only separated by a few feet, on opposite sides of the SWAT van. This area in front of the movie theater, which also serves as the CT insertion point, is relatively open and well lit. Just behind the SWAT van is a sewer access hole, offering an alternate route in and out of the bank. In an ideal game, CTs secure this area outside and prevent terrorist campers from gaining a foothold here. If the terrorists manage to hold this area, they can focus their sights on the bank's main entrance and pick off CTs as they escort the hostages across the street.



The hostages cannot be escorted through the sewers. That leaves the bank's main entrance as the only possible path to the rescue points near the SWAT van.

Camping Spots

C1

The terrorists' main goal is to keep the CTs from infiltrating deep into the bank. Fortunately, the sewer access point can be covered from this position. This entry point is in the same room as the terrorist insertion point, making it easy to cover.



Simply aim into the open recess in the floor and open fire as CTs come into view. A submachine gun or shotgun is ideal for this spot.

C2

The office at C4 is a major entry point for CTs. By holding this position in the office across the main hall, you can hit them as they move through the doorway. Crouch next to the water cooler and line your sights up on the center of the doorway. For best results use an automatic weapon to fill this narrow area with gunfire before the CTs can push through the doorway. If the CTs manage to make it into the hallway, fall back into the adjacent hallway (near S2) and ambush them as they move past the hall's T-intersection.



C3

For the CTs, an alternate path to the office at C4 is through the nearby narrow duct that leads to this men's restroom. Set up just opposite of this open duct and open fire on the duct's opening. If several CTs cluster inside this narrow duct, you can pick them off one-by-one. Try using a powerful rifle that can skewer multiple enemies with each shot.



C4

Camping inside or near this closet can be risky, but if you get here quickly it can pay off. As a CT you can use the open door for cover while engaging terrorists in the hallway beyond.

Terrorists are better served by entering the closet and peeking out to the right to view incoming CTs. Either way, bring along a capable automatic weapon and plenty of ammo to sustain a potentially lengthy firefight.



C5

Both sides can use this corner near the bank's entrance during different phases of the round. CTs will find this position most useful in the opening moments of a round, using it to ambush terrorists rushing toward the bank's entrance or the bank teller room. On the other hand, terrorists can use this spot toward the end of a round and pick off CTs as they attempt to escort the hostages outside.



C6



Try taking this position among the trees to the far side of the teller room. You have to break the glass then crouch-jump into this decorative planter. From this spot you can cover both entry points into this large room. Crouch behind the short ledge for partial concealment. This spot is effective for both sides, as it's off to the side and not in the direct path between the two doorways. Terrorists have a hard time reaching this spot early in a round, but CTs can use it to help cover the flanks of team members moving through the teller room.

C7

This closet at the end of the hall makes for a good ambush spot for terrorists looking to halt CTs attacking the bank vault from the nearby ducts. To reach this spot quickly, move through the floor level duct near the bank vault.



The overhead light inside the closet has been shot out, making you harder to see from the adjoining hall. Crouch along the right side of the doorway for partial cover and aim toward the open door on the left side of the hall—the teller room is on the other side.

C8

If defending by yourself, this corner is the best spot for covering hostage area 1. The door to the left is opened inward, keeping you out of sight until the attackers move deeper into the room. Use this blind spot to your advantage and pick off CTs as they rush over to the hostages. If a gun battle ensues, use the nearby table and computers for cover while strafing around the room. Whatever you do, don't remain planted in the corner once you've been spotted.



C9

The bank vault is best defended from this adjacent room. By holding in this corner, you can see into the vault and pick off anyone who tries to move out. Remember, the vault can be accessed through a duct in the ceiling, but the only exit is through the vault door. This spot also allows you to aim down into the main hallway ahead. Watch for CTs moving through the ground-level duct on the right side of the short hallway leading into the vault area.



Sniping Positions

S1



The main hallway is a major thoroughfare for both sides, making this an excellent sniping position, especially for the terrorists. Move to the end of the hall and crouch along the right wall. Aim down the hall toward the open door on the right side—most incoming CTs will attack from there. If you're using one of the bolt-action sniper rifles, always make sure you have some support from a nearby teammate. When holding this position by yourself, use one of the semiautomatic rifles such as the G3/SG-1. Otherwise multiple CTs can rush you as you reload after each shot.

S2



This spot is in the hallway next to the terrorist insertion point. From here terrorists or CTs can cover the T-intersection at the main hallway ahead. Like S1, this spot works well for terrorists targeting CTs moving toward the hostage areas. Most of the time CTs rush past this hallway without even glancing in your direction. Hitting targets on the move can be tough, so try leading them a bit. If you come under attack, retreat through the sewer and assume a position near the rescue point at S4.

S3



The sewer is full of long, dark passages, making it a perfect place for setting up ambushes. At the least, a sniper in the sewer can report movements of the enemy. This particular spot works best for the terrorists, allowing them to hit CTs as they file through one of the narrow gates. These gates are great choke points because you can shoot the target in the lead and also engage his buddies through the bars as they wait their turn to move through the gate.

S4



Covering the rescue point is important for both sides, and the narrow main entrance into the bank makes for another crucial choke point that can be covered by a single sniper. Either take a position next to this planter or along the side of the SWAT van. Set your sights on the bank's entrance and wait for an enemy to move into view. When playing as a terrorist, watch your aim when targeting CTs escorting the hostages. If you're not careful,

the bullet may penetrate your target and continue into any hostages following behind. For this reason, move to one side and avoid taking a perpendicular angle to the doorway.

COUNTER
TERRORIST

Tactics

Hostage Rush

If you move quickly, you can reach the hostages before the terrorists have a chance to bolster their defensive positions. But you have to take the right path. Before taking off, purchase a couple of flashbangs. Begin by rushing the bank's main entrance. Equip your pistol to move faster.



TIP Counter-terrorists gain a slight advantage by using silenced weapons. If the terrorists can't hear which direction you're coming from, you can often catch them off guard—especially if your team attacks from a couple of different directions.

Inside, turn left and follow the hallway leading to the teller room.



Before entering the teller room, scan the far side of the room and look for terrorists behind the counter.

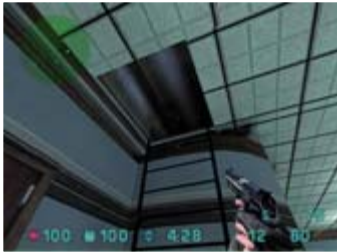


Enter the teller room cautiously and immediately sweep the left side of the room. The terrorists won't have had time to reach the camping spot at C6 just yet.



Move in behind the counter and move toward the doorway on the room's far side.

Strafe left into the hallway while aiming toward the dark closet at C7.



As you approach the main hallway, peek to the left and right, and use the passage for cover if you encounter any terrorists.



Round the next corner and spot this ladder leading into a duct in the ceiling.



Enter the hall, turn to the left, and equip another flashbang. Toss it toward the center of the room, but don't move in front of the doorway.



Move through the ductwork and equip a flashbang. When you make it to the end of the duct, you see the interior of the vault below. Toss the flashbang inside and equip your firearm.



Equip your weapon and rush into the next hostage room. Move directly to the corner at C9 and sweep the rest of the room.



While you're securing the hostages, have a teammate secure the door. Otherwise you could fall prey to a counterattack while your back is turned.



Drop to the floor and engage any terrorists guarding the hostages while they're still dazed.



With all hostages secured, proceed along the right side of the room so you can see out into the hallway.



Gather the two hostages and turn toward the vault door. Move behind the table in the middle of the room and watch for a terrorist counterattack.

Turn left into the hallway and move toward the T-intersection. Aim down toward S2 while crossing this area.



When it's clear, move out to the adjacent room and scan the hallway ahead.

Continue down the hall and move toward the open door leading into the office at C4.



Pass through the office, and keep an eye on the closet along the right side. Peer down the hallway ahead and watch for terrorist campers hiding in the duct along the left wall.



Continue to the end of the hall and turn right to face the position at C5. If you come under fire, take cover behind the boxes at the corner.

While your team holds the CTs back, rush through the nearby restroom and enter the open duct.



This leads to a hallway leading into the office where the CTs are bottle-necked. Open fire on them while they're still distracted by your teammates.



Move to the bank's main entrance. Before exiting, look for campers hiding near the SWAT van or the planter at S4.



You usually can rack up several kills before the CTs realize where they're being hit from.



Upon exiting, turn around (while backpedaling) and watch for more campers positioned along the bank building. If you come under attack, keep moving toward the rescue point until the hostages are secured.

Once the hostages are rescued, scour the surrounding area to rack up a quick kill or two before the round ends.



Duct Work

The CTs attempt to use several ducts to reach the hostages. One such duct is the one near the vault. Simply aim into this one and pick off CTs as they come into view. Grenades work well too.

The best way to cover the ducts in the ceiling is to enter them. This one in the teller room has an open spot behind the ladder, allowing you to hit CTs while they climb into position. While they're on the ladder they can't turn around, so blast them before they get to the top.



The duct leading into the bank vault allows you to cover the ladder as well as the ground level duct.



TERRORIST

Tactics

Office Ambush

The office at C4 is usually the site of an intense firefight as your team runs into a CT advance.



Militia

Map Type: Hostage Rescue



Counter-Terrorists



Spetsnaz Mission: Terrorists are holding hostages in a rural compound. Raid the compound and save the hostages.

Overview: In some regards, getting to the hostage areas may be more perilous than assaulting them. The house can be covered from all angles by terrorists firing from windows or positions on the roof. While the sewer access tunnels are likely to be covered as well, you probably won't face the same stiff resistance as you would if you were to attack the house directly. For best results, split your team into two or three squads and attack from multiple directions in an effort to break up the terrorist defenses.

Terrorists



Arctic Avengers Mission: Your compound is under siege from counter-terrorist forces. Protect your hostages.

Overview: Instead of rushing around the map, stick near the house and prevent the counter-terrorists from infiltrating it. Begin by covering the outside of the house, then fall back to the interior as the CTs get closer. Remember that the CTs can hit the house from all sides, so adjust your defenses accordingly. Either place a few teammates in the sewer tunnels or guard the surface access points—especially the two near the back of the house.

Key Locations

Hostage Area 1: The Kitchen

The kitchen is a long rectangular room, and the hostages are grouped near this corner next to the table. There are three entry points into the kitchen, all from three different directions. The back door is the closest entry point to the hostages; access it from the back of the house. Another path is through the adjacent living room, toward the front of the house. Finally there's the door leading from the garage. These three separate entry points can make the hostages difficult to defend. The best option for the terrorists is to stay near the hostages in the corner.



Hostage Area 2: The Garage



The garage is next to the kitchen. Inside, the two hostages are separated with one in the far corner next to a truck and the other on the opposite side next to a set of stairs. Terrorists have an easier time locking down this room because there are only two entry points. The most obvious point is through the kitchen. But the room also can be accessed from the attic above—this is where the stairs lead.

The Rescue Point

As usual, the rescue point also serves as the CT insertion point. In one direction is a wooden fence with an opening that leads out into the open canyon in front of the house. The other passage (labeled "Maintenance Access") leads to a sewer access point that runs underground. The closed-off nature of the rescue point makes it attractive for terrorist campers. Favorite spots are along the dark passages that tunnel through the nearby rocks.



Camping Spots

C1

The wide open canyon in front of the house is one of the map's major choke points. By holding this position near the house's front door, you can cover this vast area while using one of the crates for partial cover. Upon exiting the house, sidestep behind this crate. The crate keeps most of your body out of sight, making you much harder to see and hit. However, it's just low enough to aim across the top, allowing you to target any incoming enemies. Crouch behind the crate while reloading to drop completely out of sight. Your biggest threat in this position are sharpshooters off in the distance. Anyone with a scope has an easy time seeing you and picking you off. Use this spot early in a match, when your opponent's arsenal is limited.



C2

This is the perfect ambush spot for covering the house's front door. Move to the end of the hall and crouch-jump onto the stacks of boxes in the corner. Turn around and aim down into the hallway. When the door opens, it swings toward you, helping conceal you to enemies outside. Wait for the enemies to enter the hallway and shoot them in the back as they rush toward the hostage areas. If terrorists hold this spot consistently, they can deter the CTs from trying to enter this door.



C3

This is one of the best spots for terrorists camping the kitchen. Move into the corner shown and crouch-jump onto the crate. Although you can't see any of the entry points from this spot, you can see any CTs that approach the hostages. However, watch your aim when engaging the enemy. Use a pistol or submachine gun for increased accuracy. The short range makes a shotgun tempting, but you stand a greater chance of hitting the hostages.



C4

The hallway leading from the kitchen into the garage is another good spot for terrorists. By crouching next to the stack of cargo pallets and aiming at the door straight ahead, you can close off this passage. Use an automatic rifle for best results, and open fire as soon as the door opens. However, if CTs manage to gain entry through the attic, you stand the chance of getting flanked. If this happens, back up so your left side isn't exposed through the crack.



C5

To completely close off the garage, take this position in the attic and aim toward the vent. CTs attempting to gain entry through this small opening must crouch-jump, leaving them open to attack. Even if they make it into the opening, they need to remain crouched while accessing the attic, making them an even juicer target. An automatic weapon works well for covering this tight entrance. If using a shotgun, move a bit closer to ensure maximum coverage with each shell.



C6

The sewer tunnels are excellent spots for setting up ambushes. Try hiding at the end of a tunnel and picking off enemies as they move into view. Crouch at an intersection and aim down one of the adjoining tunnels. Avoid standing at the very end, instead, sidestep along one particular side for partial cover. Stick to automatic weapons down here, as they provide good range and the volume of fire needed to hold back an enemy rush.



C7

If you choose to camp the rescue point, this nearby tunnel spot is a decent option. By crouching in this nook, you can pick off enemies moving to the rescue point from the open canyon in front of the house. However, the short range leaves you open to a potentially lethal counterattack should you miss. Make your shots count, and use a shotgun if necessary. If using this spot as a terrorist, watch out for any hostages that may be following closely behind your targeted CT.



Sniping Positions

S1



This upstairs room is an obvious sniping position, but that doesn't mean it isn't worth looking at. By lining up against the right side of the room, you can see the narrow canyon passage leading from the CT insertion point. This can be a target-rich environment early in a round as the CTs rush into the canyon area below. Crouch down to limit your visible profile. This is one of the first places CTs will look for a sniper.



Jump up on the couch on the left side of the room and aim out the window as shown to see another approach used by the CTs. Pick them off as they peek around the large rock. Stay on the couch to put some extra distance between you and the target. The room's darkness makes you harder to see.

S2

Another option for covering the canyon below is from the rooftop. Find this ladder leading to the roof at the back of the house on the upstairs balcony.



Climb the ladder to the rooftop and cross the roof toward the front of the house. Avoid the skylights on the rooftop—if they're shot out while you walk across them, you'll fall into the room below, taking some damage.





Crouch near the end of the roof, and stay out of sight from enemies below.



Bring up your rifle's scope to scan the canyon floor below. Focus on the passage leading from the CT insertion point, as this is a frequent bottle neck. You also can cover the nearby sewer access point.

S3

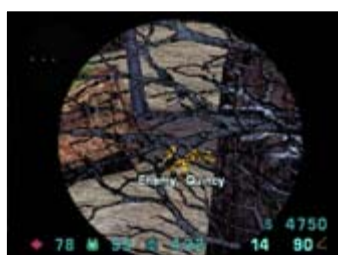
This spot next to the rooftop position at S2 covers the canyon floor too, but the tree provides a bit more cover and concealment. Access this spot from the rooftop or by climbing the tall ladder at the front of the house.



Zoom in on the sewer access point below to pick off enemies as they climb to the surface.



The key element to this position is the tree partially blocking your view of the canyon. As a sniper, you can thread your bullets through the branches, but those below with automatic weapons won't have the same advantage. This spot also keeps you safe from any CTs sniping from S4.



S4



For the counter-terrorists, sniping positions are relatively limited. But you can use this spot not far from the CT

insertion point to hit a few key terrorist positions. Crouch next to the canyon wall as shown and aim toward the house. From here you can hit any campers hiding behind the crates at C1 as well as take out any enemy snipers in the room at S1 or on the roof at S2.

COUNTER
TERRORIST

Tactics

Canyon Crossing

To avoid getting caught in the usual bottle neck near S4, take the "Maintenance Access" passage from the CT insertion point.



Instead of moving down into the sewer, climb the nearby rocky ledge to head over the chain link fence.



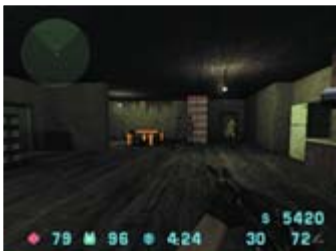
Once you're on the other side, turn left and climb over the low line of rocks. Cautiously move toward the house and begin peeking around the large rocks toward the house. Make sure the windows are clear as well as the areas near the front door.



While moving toward the house, turn right and look for terrorists camping near the garage.

Securing the Hostages

When entering from the front door, move through the adjacent hall and living room. Stop short of the kitchen and equip a flashbang. Toss it into the room and equip your primary weapon.



Strafe into the kitchen and neutralize any terrorists inside.

Carefully sweep all corners, especially the area near the hostages.



Allow a teammate to secure the hostages and advance into the garage. Be ready to engage any terrorists camping on the other side of the door near C4.

Equip another flashbang and toss it into the garage.



Sweep all corners of the room that you can see before approaching any of the hostages.



When it's clear, gather the hostages and figure out which way you'll escape. Avoid going through the attic as you can easily be picked off while hopping out of the small vent.

Sewer Advance

The ballistic shield is perfect for moving through the sewer's compact tunnel system. When using the shield, take the lead and have your team file in behind you.



When you encounter a terrorist, raise the shield and hold your position. Allow your teammates to use you for cover while they return fire.



If facing a lone terrorist, wait for him to reload before lowering your shield to fire back with the pistol. The ballistic shield isn't invincible, but it can buy your team some time to respond to an enemy ambush.

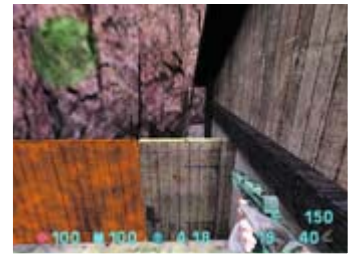


Rooftop Camping

The rooftop offers some of the highest accessible points on the map, making it ideal for defending the house. From this spot on top of the garage, you can cover the nearby sewer access point behind the crates. You can also cover entry point into the attic.



Camp on top of the crates near the attic entrance. From here you can fire down on CTs as they approach the wooden gate below.



In the living room, take cover behind this couch beneath the stairs. From here you can hit CTs moving between the front entrance and the kitchen.



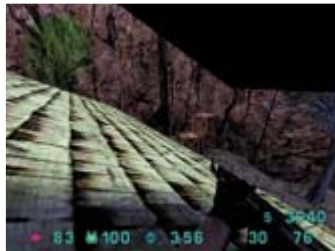
In the garage, move beneath the stairs and take a position behind this hostage. From here you can surprise any CTs that enter, whether they come down the stairs from the attic or through the nearby hall from the kitchen.



As a last resort, go to the rescue point and camp in the tunnel with the "Maintenance Access" sign above the entrance. Aim toward the gap in the wooden fence and pick off CTs as they escort the hostages.



The sewer access point behind the house is a popular spot for CTs to emerge. While you can't cover the spot directly from the roof, you can hit them as they rush out from behind this rock.



This spot is good for covering the area in front of the house as well as the sewer access point near the garage. To reach it, move out onto the rooftop over the garage and crouch down into this dark corner where the house's roof overlaps. If you use a silenced weapon you can really keep your enemies guessing.

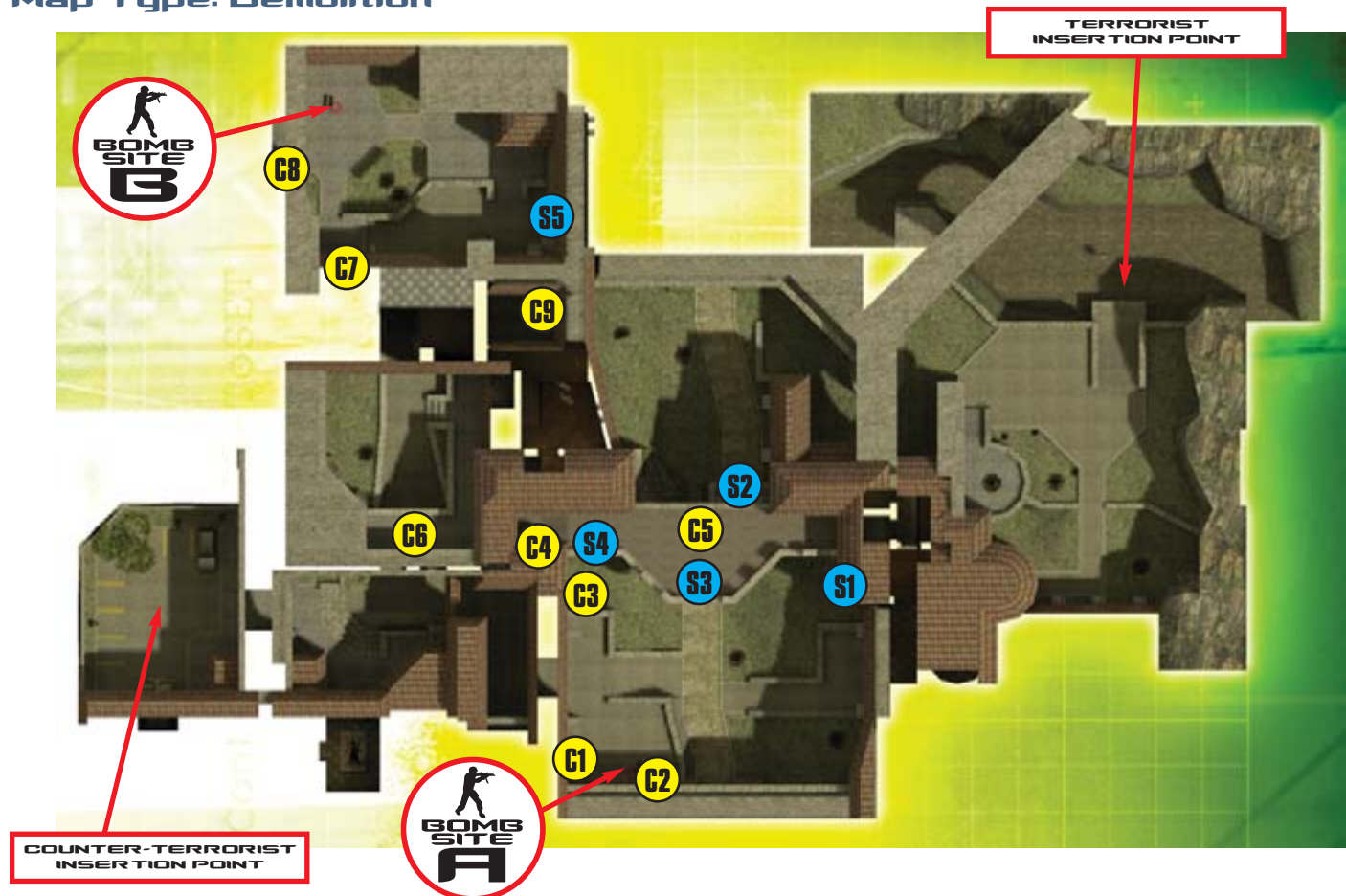
More Camping Spots

The back door leading into the kitchen is a major entry point for the CTs. Camp in this dark recess below the stairs leading up to the upstairs balcony. You're bound to surprise a few CTs from this spot.



Piranesi

Map Type: Demolition



Counter-Terrorists



GIGN Mission: Terrorists are planning to bomb the Villa Piranesi. Stop them from detonating the bomb at either site.

Overview: This castle-like map is full of narrow passages and several typical sniping positions, making it easy to defend. However, multiple passages lead to the two bomb sites. So unless you have a large enough force, it's difficult to shut down all choke points. In such cases, stick to the bomb sites and wait for the terrorists to come to you. When defending from the exterior, choose a rifle with good accuracy and plenty of power. Most engagements around the bomb sites take place at long range, so plan accordingly. Meanwhile, stick to submachine guns and shotguns when patrolling the cramped corridors.

Terrorists



Arctic Avengers Mission: Enter the villa and set a bomb at one of two sculptures. Stop the counter-terrorists from defusing it.

Overview: Staging direct assaults on either of the bomb sites is a quick way to get your team killed. Even if you rush, the CTs can get to both sites slightly ahead of you, giving them enough time to take defensive positions. So instead of taking the most predictable paths, try to stay within the castle's walls as much as possible. This keeps you out of the snipers' sights while giving you a fighting chance to reach the target areas. Try storming the sniping positions ahead of your assault in an attempt to clear out any defenders, and bring along plenty of grenades.

Key Locations

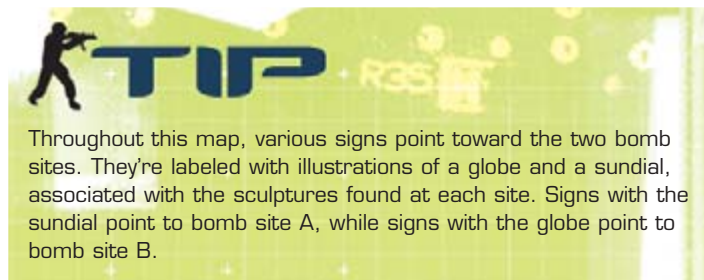
Bomb Site A

Bomb site A is about equidistant from the CT and terrorist insertion points, making this large courtyard a frequent spot of intense firefights—especially in the opening moments of a round. This courtyard can be accessed from three major entry points, not to mention the various windows overlooking the area. The elevated walkway on top of the tall wall (near S4) is a popular spot for snipers, so defenders should take the high ground early and hold it. Those defending near the bomb site can take cover among the large crates, and engage attackers at short range. This isn't an easy site to defend on your own, but with a couple teammates helping out, you should be able to lock down this courtyard.



Bomb Site B

Even if the terrorists rush to this site, it's likely that the CTs already defend it. The site is tucked away in the corner of this courtyard, set on a slight hill overlooking all three potential entry points. Hedges and darkened doorways provide defenders with plenty of cover and concealment. The elevated ledge at S4 also offers excellent coverage of the entire courtyard for snipers. So if this site is well defended, attackers definitely have their work cut out for them.



Camping Spots

C1

Look for this stack of crates in the corner of the bomb site A. Crouch-jump on the crates to get to the top.



This camping spot gives you a clear view of the bomb site as well as the courtyard below. As a result, this is a good position when defending the site on your own. However, use it more as an observation post than an actual combat position—snipers on the wall to your left have no problem taking you out. If you come under fire, drop to the ground and take cover by one of the nearby crates or behind the sundial sculpture.



C2

Here's another option for covering bomb site A. Crouch in the far corner (across from C1) along the wall and aim toward the center of the site. From this angle you can cover the nearby entry point while remaining mostly concealed



to the rest of the courtyard. This is a good option if your weapon lacks the power and accuracy needed to engage enemies effectively at long range. So if you're stuck with a weak submachine gun or a shotgun, try holding in this corner.

C3

This corner spot is out of the way, giving you a chance to surprise attackers as they rush toward bomb site A. While this corner lacks cover, it does offer a good elevated view of the lower part of the courtyard. Pick off enemies as they move across the ramp on the opposite side. CTs can use this spot early in a round as the terrorists attempt to rush the site.



C4



Look for the scaffold along the wall in this room and climb the ladder to the top. Now aim into the adjacent hallway, using the bucket and wall lamp for partial cover. Sidestep out to the left to see around the lamp. From this angle, you can fire down on your enemies before they enter the room. If you come under fire, take cover behind the bucket—do the



same when changing clips. This is a great ambush spot for CTs, especially if the terrorists move through the interior passages toward either of the bomb sites.

C5



Farther down the hall from C4 is this large stack of crates. Either stay on the floor and peek around these crates, or climb to the top. If you peek around the crates you stand a better chance of survival, especially if you're not too good of a shot. But if you're feeling confident, climb the stack of crates and aim down on your opponents. This can take them by surprise as they enter the room, requiring them to aim upward. Use this brief window of opportunity to your advantage and blast them before they can get their crosshairs centered on you. Try using a shotgun or submachine gun to cover this passage.

C6

Holding on this balcony is a good spot for defenders trying to lock down bomb site B. The walkway running beneath it is a major path leading into the site. It's also the quickest path linking the two bomb sites, making this a valuable position for both sides. The spot is best used when enemies are moving from bomb site B to bomb site A. This allows you to pick them off while they're moving away from you. However, it can be difficult to see enemies moving from bomb site B due to the darkened passage ahead. In fact, they'll probably see you before you see them. If you come under attack, crouch against the stone ledge and move to a new position before popping up to return fire.



C7

Chances are your enemies won't see you in this darkened doorway near bomb site B unless they carefully scan this corner. While this spot doesn't provide a wide view of the surrounding courtyard, it offers a decent view of the bomb site, allowing you to pick off enemies that move in to plant or disarm the bomb. Whenever possible, use a silenced weapon to avoid giving away your position.



C8

Here's another dark doorway position, right next to bomb site B. Press up against the right side of this wide doorway while aiming toward the globe sculpture. This spot is a good for ambushing the enemy at close range, but you can't see most of the courtyard. For best results, use a shotgun or a powerful automatic weapon when holding this position. Once your position is given away, you won't have long before your opponent shoots back. So make your first shot count.



C9

This darkened passage is a major choke point leading into bomb site B. This path is often taken by terrorists early in the round, so CTs should get here quickly. Use the darkness for concealment and open fire as soon as your enemies come into view. With some luck you can pin the enemy advance in the courtyard beyond, allowing a sniper teammate at S2 to catch them in a crossfire. If the enemy force is overwhelming, retreat to bomb site B and take up a defensive position there.



Sniping Positions

S1



This narrow window overlooking the courtyard near bomb site A is a decent sniping position, but the site is mostly obscured by a large tree. However, terrorists may still find this spot useful for picking off CT defenders on the opposite side of the courtyard. This is most useful in the early moments of a round as CTs move through the dark archway next to the bomb site. Even if your enemies uncover your position, they'll have a hard time threading their bullets through the narrow rectangular window.

S2

Although the courtyard below contains no crucial objectives, it's one of the



major thoroughfares for players moving between the two bomb sites. This elevated position is custom made for covering this high traffic area. Because most potential targets will be running, stay away from the slow-firing sniper rifles unless you're an expert. Instead, pick a good assault rifle and use short automatic bursts to knock down your enemies. Keep an eye on the passage to your right to avoid getting flanked.

S3

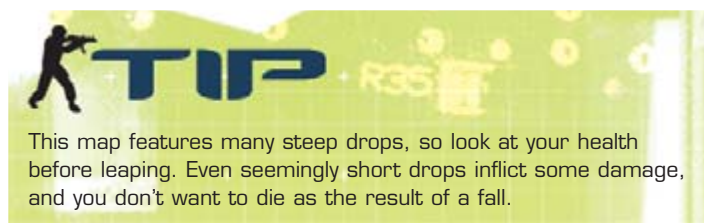
This spot isn't far from the crates at C5. A series of rectangular windows lines the side of the hall, overlooking bomb site A. As in S1, the narrow windows make you difficult to see and hit. So stay back in the hall, where it's darker, and avoid stepping into the window. This position range's isn't too extreme, so you can get by using an assault rifle here. However, the persistent sound of automatic fire and muzzle flash may give you away. Move between the different windows to keep your enemies guessing. This spot's main weakness is its hallway location, making it possible to get flanked from both sides while you gaze out the window. So use this spot only if you have a teammate watching your back or if you have a good idea where your opponents are located.



S4



The top of this wall provides a great view of bomb site A as well as the opposite courtyard covered by S2. When covering bomb site A, crouch between the wall's stone crenellations and aim down into the courtyard below. When defending the site as a terrorist, make sure you have a good view of the bomb. This way you can pick off CTs as they rush to disarm it. Wait till they stop and crouch next to it, then let loose with a lethal head shot. Like S3, this spot is along a walkway and has the potential of being flanked. So keep an eye on the two suspicious passages and be prepared to fall back in the opposite direction.



This map features many steep drops, so look at your health before leaping. Even seemingly short drops inflict some damage, and you don't want to die as the result of a fall.

S5



This ledge overlooking bomb site B is accessed through the adjacent interior hallway. No guardrail prevents you from falling, so be careful when moving onto this narrow perch. This spot gives you a nearly complete view of the courtyard below as well as the bomb site. However, the general lack of cover and concealment make you easy to spot and hit. Use this spot sparingly and don't stay here once your position is revealed. Fire one clean shot, then get away, either by dropping to the ground or racing back into the hallway.

COUNTER TERRORIST

Tactics

Interior Counterattack

If the terrorists plant a bomb at one of the sites, you need to counterattack before it detonates. The map is full of potential ambush spots, but if you stick to the interior hallways you can avoid getting picked off by terrorist snipers. From bomb site B, move down the path to the left leading to the interior.



Enter this arched passage on the left side and follow the hallway beyond.



Move down this narrow hallway, keeping an eye open for enemy movement ahead.

Before descending these steps, carefully scan the area below for any terrorist campers.



Sidestep into this passage and watch for terrorist campers at the end and along the walkway to the right.



Quickly enter the bomb site and clear it of any terrorist defenders. Don't forget to scan the crate at C1.

Find the bomb and defuse it while your team members cover. Always carry a Bomb-Defuse Kit to speed up the process. So whether counterattacking bomb site A or B, stick to the interior hallways. It's not the quickest route between the two areas, but it's one of the safest.

Bomb Site A Assault

To avoid getting picked off by CT defenders from a distance, take the long way around to bomb site A. Begin by moving toward the passage marked with a B.



At the bottom of the stairs, take a right and follow the sign to bomb site A.



When it's clear, move toward the arched passage on the left. If you have any, equip a flashbang or grenade and toss it toward the bomb site.



Go downhill around this passage. Move quickly before the CTs can take up defensive positions in the courtyard beyond.



Take the steps up and follow the corridor.



Upon entering the next room, scan to the right and look for campers hiding by the table or along the stairs. When it's clear, move forward to the passage marked with an A.



Continue toward the arched passage leading into bomb site A. Scan the opposite end of the courtyard and pick off any CT defenders you can see from a distance.



Stop short of entering the courtyard and turn left to enter this passage.



Move past the crates at C5 and scan the next room for CT campers—remember to check the scaffold at C4.



Scan the next passage ahead for CT defenders, but most of them probably are clustered around the bomb site.



Cautiously enter the bomb site while scanning in all directions. Pay close attention to the areas near the crates.



Plant the bomb in the dark corner near the large stack of crates at C1.

Follow the corridor until it exits into the courtyard.



Once again, scan the courtyard, in particular the areas you couldn't see before from S5.

Now climb up onto the crates and wait for the CTs to counterattack. Use the crates for partial concealment and pick off the opposing forces as they rush over to the bomb.



Move up this pathway toward the bomb site. Watch for campers in the two darkened doorways.



Plant the bomb in the narrow doorway so you have a good view of it from C8.



Bomb Site B Assault

When attacking bomb site B, take the same interior path toward the room with the scaffolding at C4.



This time, turn right and head up the stairs.



Move down this narrow hallway and watch for movement along the passages to the left.



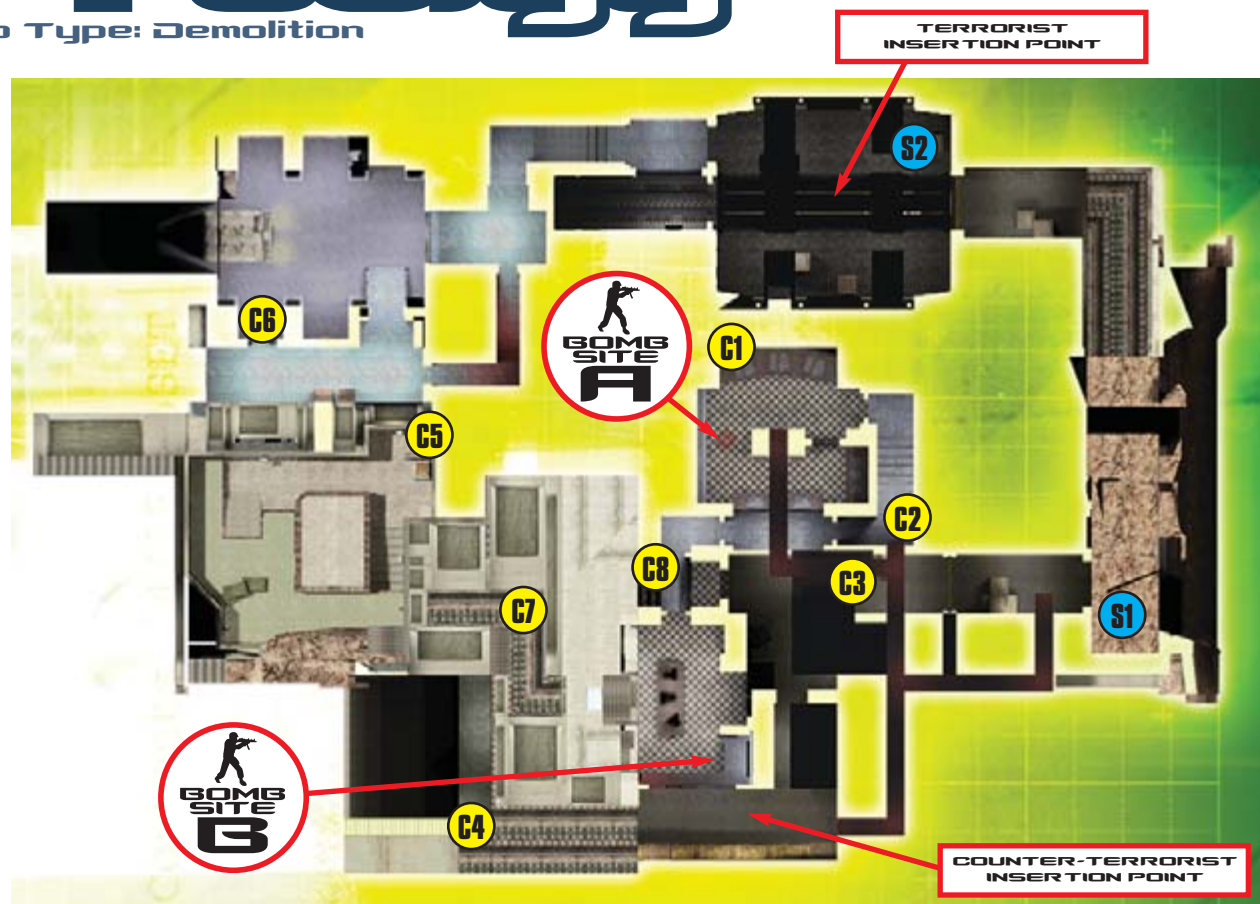
When you reach the small ledge at S5, step out and scan the area below. Pick off any CT defenders from a distance, then return to the hall.

Once the bomb is planted, order the squad to hold near the site. Take a position at C8 and wait for the CT counterattack.



Prodigy

Map Type: Demolition



: Counter-Terrorists



Spetsnaz Mission: Terrorists plan to bomb the pumping station. Eliminate them and defuse the bomb if planted.

Overview: Compared to the other maps, this one is exceptionally small. If you don't rely on teamwork, the game quickly can turn into a frantic death match—a style of play that usually benefits the terrorists. Both bomb sites are hard to defend, so stick to the major choke points and engage the terrorists in the narrow passages, using cover and the element of surprise to your advantage. If a bomb is planted, do your best to coordinate a multi-directional attack on the appropriate site. Whenever possible, use the ductwork running above the level to increase your response time.

: Terrorists



NTO Militia Mission: Detonate a bomb at one of two control centers. Prevent counter-terrorists from defusing it.

Overview: The best tactic for the terrorists is to break up into several small groups and probe the enemy's defenses around the bomb sites. While rushing in one large pack works on some maps, the tight confines of this one makes such tactics potentially dangerous. For instance, if your team gets stuck in a narrow passageway, all it takes is a few crafty defenders and a couple of grenades to completely wipe you out. Your team stands a better chance of survival by breaking up. If your squad encounters stiff resistance, fall back and find another way, while reporting the situation to your team. By attacking from multiple directions each round, you force the CTs to cover more ground, spreading their defenses thin. Ultimately this makes it easier to break through on all fronts.

Key Locations

Bomb Site A

The computers lining the walls of the bomb site are the obvious targets for demolition. This site has three separate entry points, making it difficult to defend from a coordinated attack. The most obvious entry points are the doorway along the side of the room and the railing overlooking the site—attackers can hop over this and drop into the room. Another potential entry point is from an open duct in the ceiling. Attackers either can drop from this opening or climb the ladder down to the floor. This ladder is one of only two access points into the ductwork; the other is near bomb site B. So if the ladder near bomb site B is defended, the enemy can't access this room from the ceiling.



Bomb Site B

This small rectangular room is along the CT insertion point. But that doesn't mean it's easy for them to defend. The bomb site room is empty, offering no cover at all. What's worse is the large window in the wall adjacent to the hallway. There's no safe place to hide in this room. You can try sticking to one of the corners, but attackers will see you before they enter the room. Defenders are better off taking positions along the two adjacent hallways and holding the crucial choke points leading to this bomb site.



Camping Spots

C1

By crouching on the table in this corner, you can view all the main entry points leading into bomb site A, including the open duct in the ceiling. Aim at the far side of the room toward the railing. Most attackers rush past this walkway or stop to hop over the railing. Use this opportunity to pick them off with an automatic burst. If they rush past the railing, they emerge through the doorway to the left. Use the computer for partial cover and open fire into the doorway as soon as your opponent rounds the corner. If enemies infiltrate the bomb site, move out of this corner and use the concrete wall in the middle of the room for cover during the ensuing firefight.



C2

If the duct work passage is secure, this is the perfect spot for camping bomb site A. From this corner you can cover the hallway leading into the computer room. Bring along an automatic weapon and some grenades to pin the enemy in this choke point. Take partial cover along the stairs to your right while peeking around the corner. But if you're quick on the trigger you won't need cover. Simply loose an auto burst on enemies that round the corner ahead.



TIP
It's possible to cover bomb site A from the open duct in the ceiling, but your field of view is limited. However, you still can cause some panic below by dropping grenades and flashbangs through this opening.



C3

This narrow corridor filled with crates is a significant choke point and should always be covered by CT defenders. From this path, terrorists can gain entry to both bomb sites. So CTs need to get here early and set up before the terrorists can advance too far. Take cover behind the crates—the farther back from the intersection ahead, the safer you'll be. Before the terrorists come into view, line up your sights over the top of the crate in front of you. As long as your bullets skim the top of the crates ahead, you can score a few head shots on the incoming attackers. Even if all the terrorists decide to rush down this path, a few defenders should be able to hold back the assault. Bring along some grenades and flashbangs to make quick work of the enemy.



C4

Here's another major choke point leading toward bomb site B. Hold at the end of this hall at the bottom of the steps. From this position defenders can engage enemies moving from the courtyard outside the facility. Aim up the steps and let loose with an automatic barrage. If you come under heavy fire, retreat farther back into the adjacent corridor (toward bomb site



B) and stage a new ambush around each corner. By ambushing and falling back, one defender can hold off a sizeable attacking force.

C5



By climbing up on this stack of crates in the corner, you can effectively cover two main passages leading to both bomb sites. To get here, climb up on the two stacked crates on the right, then jump across to the larger stack in the far corner. The upper walkway just ahead leads into the passage at C7, and ultimately toward bomb site B. The lower walkway (with the descending steps) leads toward the camping spot at C4, used for defending bomb site B. From this one spot you can cover both paths and usually catch your enemies off guard in the process.

C6

This hole in the wall is in the garage-like structure containing an APC. From this position you can view the courtyard beyond, making it a decent camping spot for both sides. The hole in the wall is big enough to get a wide view of the area beyond, yet it's not quite big enough to crawl through. Therefore you need to access this point through the window or access ramp to the left. This garage is a dead end and typically ignored by most players, so you usually don't have to worry about enemies sneaking up behind you.



C7

Controlling this narrow choke point allows you to halt advances on the halls leading to bomb site A from the courtyard outside. Hold in this dark corner and wait for the automated door at the end of the corridor to slide open. Use an automatic weapon to hose down the enemies before they have a chance to enter or return fire. Because you're at the bottom of a shallow set of stairs, your enemies' first shots are likely to be high—assuming they're aiming straight ahead. Take advantage of this and dispatch your opponents before they have the chance to adjust their aim.



C8

Should your defense at C3 fail, retreat to this position in the hallway leading toward bomb site A. From this spot you can view the same passage at C3, as well as a short catwalk above. This catwalk leads toward the bomb site and must be crossed by anyone moving through the passage at C7—assuming they're heading for bomb site A. Otherwise they can turn down the hall to the right and flank you. If you're going to hold this position, make sure your teammates have the other passages leading into bomb site A locked down.



Sniping Positions

S1



Just down the hall from C3 is one of the map's few long-distance sniping areas. Back up into the darkened corner and aim down the long passage ahead. By peering through the scope, you can pick off enemies moving through the corridor connecting to the terrorist insertion point. But as with all sniping positions, an opponent with a sniper rifle at the opposite end can see you just as well.



52



This long-range position near the terrorist insertion point is a low-traffic area, but it's useful to pick off the occasional straggler or CT patrol. Crouch next to the wall with your back against the crates in the corner. Aim into the hallway on the opposite side of the room and pick off enemies as they rush down the steps. If you come under heavy attack, retreat toward S1. This spot is best used in the latter moments of a round when you're hunting down the remnants of the opposing team.

COUNTER TERRORIST

Tactics

Choke Point Patrol 1

Instead of holding near one of the bomb sites, make a break for some of the usual choke points in an attempt to halt the terrorist advance. Begin by moving past bomb site B toward the ladder.



Turn left down the adjacent hall and move toward C3.



Hold behind this crate at C3 for a few seconds while scanning the passage ahead for enemy movement.

If no enemies appear at C3, turn around and move toward the stairs at C8.



Continue down the hall and take a right down the dark passage to reach the camping spot at C7. Hold this spot until you get an idea of the enemy's position.



Choke Point Patrol 2

Instead of moving toward C3, try going the opposite way from bomb site B. Take the corridor toward C4.



Follow the steps up into the courtyard and proceed toward the hole in the wall at C6.

Take a right to enter this narrow, red-lit passage. At some point along the way, you'll probably encounter some terrorists. If not, complete the circuit by moving through the terrorist insertion point and onto the passages at S1 and C3.



Rapid Transit

One of the quickest ways to get around the map is by using the duct work running above the map. Access the duct from ladders found near each bomb site. Begin by climbing up into the duct near bomb site B.



Take a left at the next hall and approach this automated door ahead.



Move through this dark passage and watch for CTs moving from the opposite direction.



Exit the dark passage and enter this well-lit hallway. If you come under attack, take cover along the left side of the wall, using the soda machines for cover.

This exit point is covered by a small grate. Shoot it out or use your knife to cut through. This allows you to drop into the passage between C3 and S1.



Turn left at the end of the hall to face the courtyard. You likely will face some resistance here, so hold in this passage until the area outside is clear.



This opening conveniently allows you to drop into position at C2. When defending bomb site A, always take this path.

Move up the steps past the small guard post. As you pass, scan the crates at C5 for CT campers.



The last opening drops into bomb site A. Use the ladder to avoid taking damage—it's a long way down.



Follow the upper walkway to this automated door leading into the dark passage at C7.

Bomb Site A Assault

There are only a handful of ways to get to each bomb site, so try to pick the path that gives you the best fighting chances. When heading for bomb site A, take this well-lit path out of the insertion point.



Before exiting the dark passage, scan the office and adjacent hallway before moving into the open. The office is a favorite camping spot for some players.

TERRORIST

Tactics



When it's clear, move through the office and turn left. Head for the short catwalk near C8 and watch for campers on the steps below.

Strafe around the next corner to face the long hallway leading into the bomb site. Pick off any defenders at C2 before moving any farther.



Sidestep along the railing while scanning the bomb site below.



Move along the steps to reach the floor of the site and plant the bomb next to this computer.



Move to the corner at C1 and wait for the CT counterattack.



Bomb Site B Assault

When attacking bomb site B, take the same path to the courtyard outside.



Take a left toward the crates at C5 and aim down into the passage near C4. Take out any campers blocking the path ahead.



Move through the dark passage toward bomb site B, keeping an eye open for more CTs.



As you approach the bomb site, step along the right side of the wall and aim into small office. Try to pick off any campers inside through the window. If you have a grenade or flashbang, toss it inside.

Rush into the room and scan all the corners for CT campers.



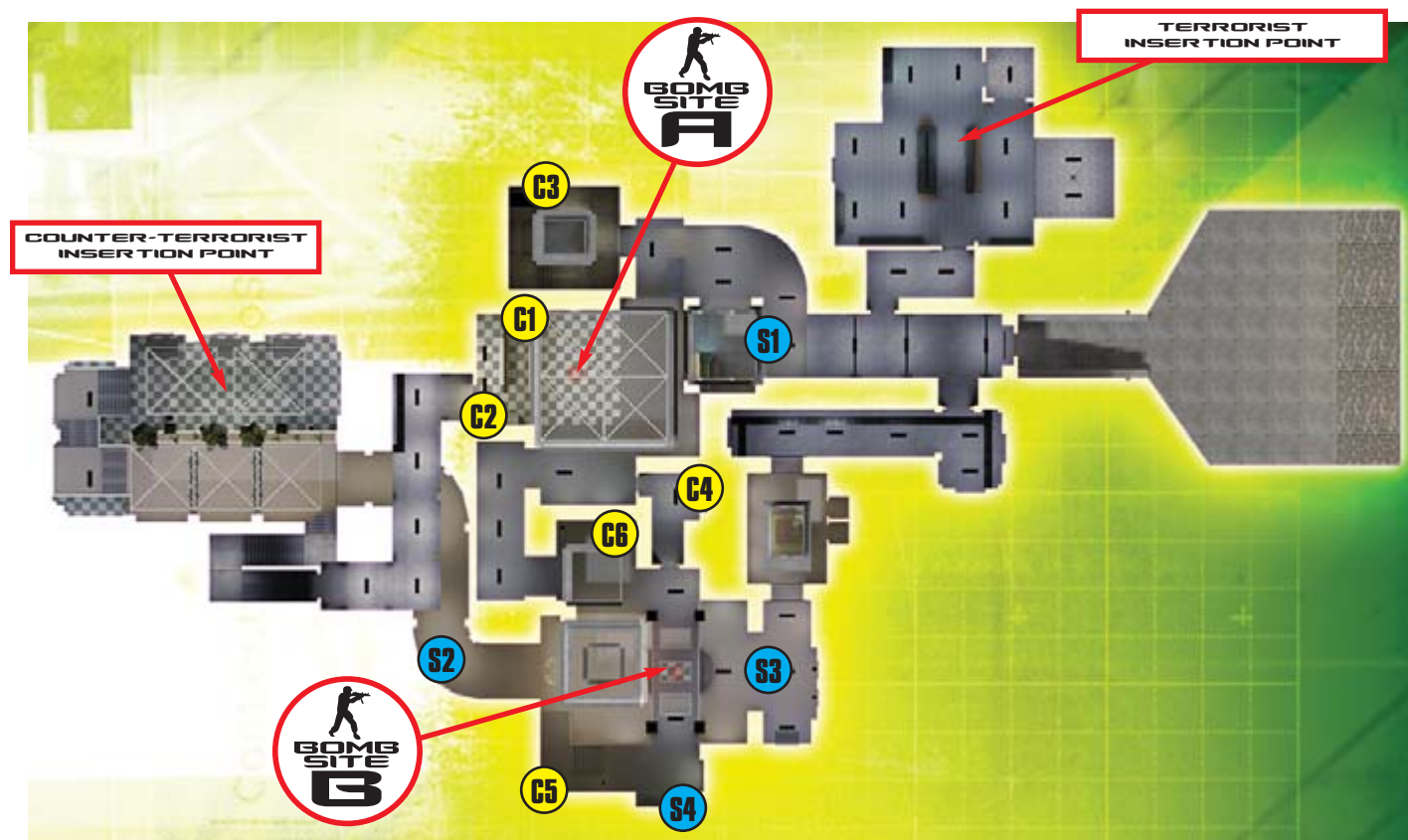
Plant the bomb in the center of the room while your teammates cover you.



Now take a defensive position near the bomb site. The hallway is ideal if you have some teammates helping out, but if you're alone, stick to this corner and watch for enemies through the window.

Stadium

Map Type: Demolition



Counter-Terrorists



SAS Mission: Terrorists want to detonate a bomb in the stadium. Clear the stadium of terrorists and prevent the bomb detonation.

Overview: A standard two-squad approach works best on this map, splitting your defenses between the two bomb sites. The CT insertion point is far from each site, so your team needs to move into position quickly. Otherwise the terrorists can rush both sites successfully and plant the bomb before you have a chance to respond. Bomb site A is particularly vulnerable to such rush attacks, but your team can counterattack easily. Bomb site B is more of a free-for-all with both sides facing off over a large hall. Get to this site as soon as possible and claim the high ground.

Terrorists



Bomb the stadium: Find either the restaurant or the lobby and detonate the bomb there.

Overview: There's no advantageous way to assault either bomb site, so rely on rush tactics to reach the target areas before the CTs do. If your team is good, you can assault bomb site A and plant the bomb before the CTs can take up defensive positions. You have to master the vending machine approach to reach this site quickly. Bomb site B is harder to rush, requiring your team to take on CTs at the far end of the large hall before the site is secure. Still, a toe-to-toe standoff at long range is better than assaulting the site once it's locked down by CT defenders—assuming your team has the marksmanship skills to win.

Key Locations

Bomb Site A

The Hot Diggity Dog eatery is on the third floor of the stadium complex. This bomb site is in the center of the dining area, set among a few tables and chairs. The site can be accessed from multiple directions, but the most common paths are from the kitchen's back door and from the nearby stairwell. Terrorists most likely attack from the stairwell or from the passage that runs below—they can hop onto a vending machine to reach this level. Defenders are best covered from the kitchen area, where they can fire through the windows.



Bomb Site B

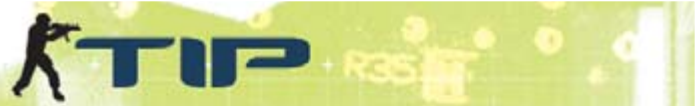
Located on the second floor, the Corndog Cabana stand is a compact kiosk-like structure centered in a large hallway. The center of the bomb site is in the middle of the stand, but bombs can be placed around the perimeter as well. Although the site is often accessed from either end of the long hall, the large catwalk running above and along the sides is also a potential entry point. This catwalk structure is great for covering the site below, but also can be used to access bomb site A. Several square pillars flank the area surrounding the site, providing plenty of cover for attackers and defenders during intense firefights.



Camping Spots

C1

When defending bomb site A, hiding in the kitchen is the best way to stay partially concealed. Hold in this corner next to the window and scan the approaches to the bomb site. Aim straight ahead to pick off enemies climbing over the railing, and keep an eye on the approach to the left—this is where the stairwell is. But also watch the right side, especially when playing as a terrorist. The doorway to the right and the adjoining hallway lead to the catwalk above bomb site B. If the CTs stage a counterattack, it will come from here.



Right next to the corner at C1 is this soda fountain. During combat, use it for cover. Strafe to the left and right to get a clean shot, then step back behind the fountain for cover. This is useful when using a slow-firing weapon such as a pistol or this pump-action shotgun.

C2

Like C1, this corner can be used to cover the bomb site out front, but it's also a good place to camp to prevent enemies from sneaking up on you through the kitchen's back door.

When opened, the doors swing inward, revealing that someone is entering. The doors also keep you out of sight until they swing shut. As soon as the doors open, turn left and scan the kitchen area for intruders. Act quickly to get the jump on them. In addition to covering this rear entrance, this is also a great spot for covering the dining area. The large metal dishwashing machine in front of you provides excellent cover and concealment. By crouching behind it, you can duck out of sight, making it useful when reloading your weapon.



C3

This stairwell is one of the main entry points to bomb site A, making this position particularly useful for CTs in the early moments of a round. Camp along this nook at the top of the stairs and aim down toward the entry below. To get a better view of the entrance below, hop onto the railing—but this makes you easier to spot too. From this position you can unleash suppressing fire on the enemy below. If they try to climb the stairs, you can fire on them every step of the way. For best results, drop a flashbang or grenade down the stairs before opening fire. When possible, use a silenced weapon to help conceal your position.



C4

If you're up for an ambush, this small room between the two bomb sites is perfect—as long as you don't mind close-quarter combat. This position works best for the terrorists whenever a bomb has been placed. The CTs usually counterattack through this room because it's the quickest route between both sites. Back up into this far corner and wait for the CTs to enter. A shotgun or good submachine gun works well in these tight quarters.



C5

Whenever possible, bomb site B should be defended from the upper level catwalk surrounding the area. For instance, try holding this position in the planter at the top of the stairs. While you can't see the back half of the stand, you can make out most of the floor below as well as the entire catwalk spanning the hall. This spot works well for both sides, allowing you to pick off traffic filtering into the site from multiple directions. You can get by with a good submachine gun here, but a rifle provides better range and accuracy for engaging targets on the opposite side of the catwalk.



C6

Here's another spot overlooking bomb site B, this one is on the opposite side of C5. From this planter set back against the wall you have a harder time seeing the bomb site below, but you do have a clear view of the opposite side of the catwalk, allowing you to pick off enemies moving up the stairs. This spot also allows you to engage enemies moving from the room at C4 or the hallway to the right. Both of these paths are frequented by players moving between the two bomb sites. Those moving from C4 can't see you, so hit them in the back as they move across the catwalk. The hall to the right leaves you open to potential attack, so keep an eye on this direction, especially if you're expecting a counter-attack.



C7

The terrorists usually use this short hallway near the restrooms to access bomb site B. However, it's useful for CTs counterattacking either bomb site. A large planter in the middle of the



hall provides decent cover. The trick to using this spot is knowing when to camp here. At the beginning of the round, the terrorists can try holding here and engaging CTs as they round the corner ahead. The CTs can use this same spot to lock down this passage to bomb site B. Either way, hide along the side or behind this large planter. You can try jumping into the planter, but this provides virtually no protection, and neither side's camouflage blends into the foliage.

Sniping Positions

S1



From this balcony-like position opposite bomb site A, you can cover the walkway below, the bomb site, and just about every hiding spot in the kitchen beyond. As a result, this position comes in handy whether attacking or defending the bomb site. The distance to the actual bomb site isn't that great, so any opponents near the kitchen or dining area can successfully engage you. Use one of the large square pillars for cover, and expose yourself only when taking a shot. The sole entrance to this area is along the path to the right, so you don't need to watch your back, but you can be cornered if you're not careful. If you come under attack from the right, hop over the railing down to the passage below to escape.

S2



This is a popular spot for CT snipers covering bomb site B. It can be accessed early in a round and held for the duration. With the exception of the upper level walkways along the sides, just about every spot in the hall ahead can be covered from this one position. Zoom in to scan the end of the hallway, picking off enemies at long range on the opposite side of the stand. Although there's little cover in this open hallway, the extreme range makes you difficult to hit unless the enemy closes in on your position. If this happens, retreat into the tunnel-like hallway and set up an ambush.

S 3



The spot at the opposite end of the hallway from S2 gives the terrorists the opportunity to cover the same area surrounding bomb site B. This location actually has a bit more cover, including the food stand and the sides of the passage, making snipers positioned in this area potentially harder to see and hit. This spot's weakness is its close proximity to the catwalk above. Enemies moving along this walkway have an easy time hitting you, so be ready to take cover or retreat altogether.

S 4



This is a highly specialized sniping position for covering the catwalk above bomb site B, and in particular the doorway leading from the room at C4. Both sides can use this position effectively, but terrorists will find it the most useful when guarding the bomb site from a counterattack. Back up against the far wall and set your sights on the open doorway ahead. Aim toward the center of the doorway to ensure a hit to the upper torso. By pre-setting your aim, all you have to do is pull the trigger as soon as an enemy moves into view.



COUNTER
TERRORIST

Tactics

Bomb Site A Counterattack

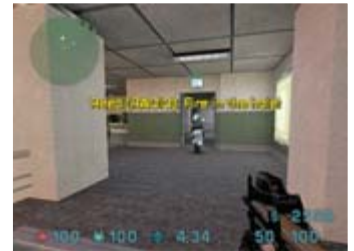
The quickest way to get from bomb site B to bomb site A is along the catwalk. If you're on the ground floor near bomb site B, climb the stairs to access this elevated walkway.



While crossing the catwalk, watch for enemies moving through the room at C4.



If you're attacking with teammates, try to attack the bomb site from multiple directions. Allow a teammate or two to counterattack through C4.



Meanwhile, turn left and pass the spot near C6.



Rush through the adjacent hall while your teammates engage the enemies. Move quickly to lend a hand.



Round the next corner and help secure the bomb site. Provide cover while the bomb is defused.



Bomb Site B Counterattack

The knee-jerk reaction is to counterattack bomb site B through the room at C4 and along the catwalk. But the terrorists are probably expecting that.



Instead, move toward this railing overlooking the passage below.



Scan the area in the passage, then drop down onto the vending machine to reach the floor without sustaining any damage.



Race past the locker room and follow the sign leading to bomb site B.



When you reach the hallway at C8, scan the area beyond for terrorist defenders. Use the planter for cover while engaging them.



When it's clear, peek around the corner to the right and look for more terrorists near the food stand and along the catwalk above.



Cautiously move into the hallway and find the bomb. Defuse it quickly to win the round.

TERRORIST

Tactics

Bomb Site A Rush

If the terrorists move quickly, they can reach bomb site A before the CTs have a chance to set up defenses. At the beginning of the round, run out of the locker room and turn right into the hallway.



The Vending Machine Approach

It's possible to reach bomb site A quickly by climbing on top of this vending machine. Simply jump onto the nearby trash can first, then hop onto the top of the vending machine. From there you can reach a ledge that allows you to access the level above.



But if you act too slowly, or if your teammates bottleneck the area, you become an easy target for CT defenders waiting near the bomb site.



Take a right down the connecting corridor. This leads toward the stairwell.



Before ascending the steps, scan toward the top of the stairwell and make sure no enemies are camping at the top near C3.



At the top of the steps, ignore the bomb site for now and continue straight ahead.

Round the next corner to the right to reach S1. Use this position to engage CT defenders from a safe distance.



When it looks clear, cautiously approach the bomb site and place the bomb or cover a teammate while it's planted. Try placing it on one of the tables in the dining room to temporarily throw off CT attackers.

Back up into the kitchen and take a position near C1, or wherever you have a good view of the bomb. Hold here and wait for the CTs to respond.

As soon as the CTs are down, plant the bomb in the middle of the food stand. This may make it harder to cover the bomb directly, but it gives you some protection while placing it.



Back off to one side of the hall and organize your defenses around the food stand. Use the large square pillars for cover.

If your defenses are compromised, strafe around the food stand until all attackers are down—or until the bomb explodes.

Bomb Site B Rush

Rushing bomb site B is more risky because the CTs stand a good chance of reaching the site about the same time as your team. This can lead to a long-range standoff, but this beats attacking the site once it's well defended. To increase your speed, equip your pistol or knife and make a break for the bomb site as soon as the round begins.



Rush through the area at C8 and get ready for the main assault in the next hallway.

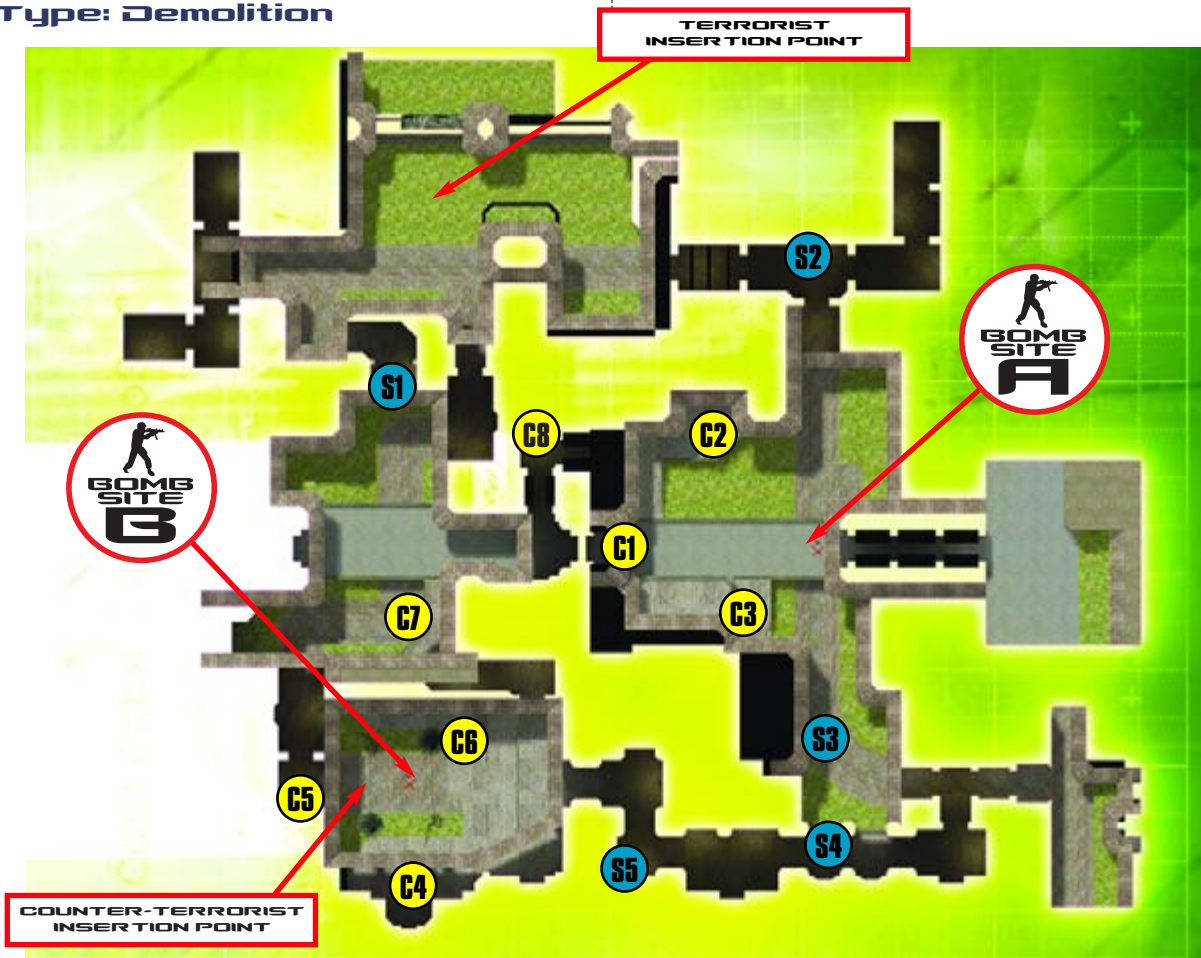


When you reach this corner, equip your primary weapon and engage the CTs rushing through the tunnel at the far end near S2.



Tides

Map Type: Demolition



Counter-Terrorists



GIGN Mission: The terrorists have acquired a bomb and plan to detonate it at one of two bomb sites. Prevent that from happening.

Overview: The map's circular layout makes the enemy's movement rather predictable. This makes it easy to camp near a few key choke points and pick off enemies as they come to you. But because the map is small, you may wish to run a roving defense as opposed to hanging back near the two bomb sites. This keeps the terrorists on their toes as you hunt them down in the surrounding courtyards and corridors. You also stand a good chance of killing the bomb carrier, causing the terrorists to fall back and regroup.

Terrorists



Guerilla Warfare Mission: Enter the castle and detonate the bomb at either the bridge or the courtyard.

Overview: Because the CTs are inserted at bomb site B, your team should concentrate on assaulting bomb site A. The map's small size limits the number of potential paths to each bomb site, making it difficult to come up with original plans for each round—especially if you attack bomb site A over and over. So at some point you need to take a stab at bomb site B. When doing so, ignore the most direct route and take your time. When possible, attack from a couple of different directions in an attempt to split the enemy's defenses. Diversionary attacks also work in your team's favor. Whatever you decide to do, change your tactics each round.

Key Locations

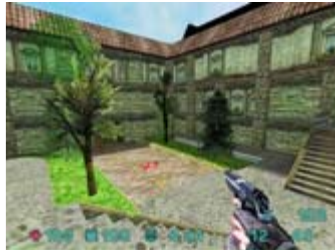
Bomb Site A

This bomb site is tucked away on the far end of this elevated walkway, near the steel gate. Although this walkway can be covered from several directions, it's accessed from only two points: one along the grass slope leading from the path below, and the other through the nearby passage connecting the two halves of the map. Defenders should exploit these two access points by covering them from the nearby balconies on the opposite end of the bomb site.



Bomb Site B

Because this bomb site also serves as the counter-terrorist insertion point, it has the potential of becoming a CT stronghold. However, the three entry points can make this a tricky area to defend—especially if you're tasked with holding it by yourself. Terrorists who rush the site most likely will enter through the ground level entrance. The two entrances at the top of the steps require the terrorists to cover much more ground. Because you're never sure which side the attack will come from, hold along one of the sides and hide along the nearby balcony or among the trees. Covering the entrances isn't as crucial as covering the site itself.



Camping Spots

C1

One of the most obvious positions for covering bomb site A is this spot just across the walkway. Instead of aiming directly at the bomb site, concentrate on watching the area just to the left—where the two access points are. Watch for attackers moving up the grassy slope or through the passage at C8. By backing up into this dark doorway, you have a good chance of ambushing them as they rush toward the bomb site. A submachine gun is adequate for covering this area, but you need to respond quickly, as you have no cover.



C2

This balcony overlooks the walkway leading to the bomb site and offers the perfect position for ambushing attackers as they move up the grassy slope. The balcony is large enough to move around and attain different attack angles on the pathway below. If you want to remain hidden, move back away from the railing and engage the enemies as they move up the grassy slope. But if you want to hit them before they get that close, move out toward the railing and aim down on the path below. It's also possible to see and engage enemies moving along the path near S3. However, if you move too close to the railing, you leave yourself open to attack from the passage at C8. So when you don't know where the enemy is coming from, play it safe and hunker down in the small nook to protect your flanks.



C3

Just opposite C2, this stone platform overlooks the bomb site as well as the pathway below. By backing into this corner you can remain hidden from the bomb site's two main entry points. This allows you to camp here and wait for your opponents to cross the elevated walkway, giving you the opportunity to hit them in the back. If you move away from the corner you can get a wider view of the surrounding area, but this also leaves you open to attacks from multiple directions, especially the pathway below.



C4

If the attackers move through the ground level passage at C5, this is an excellent spot for covering bomb site B. By camping on this darkened balcony you can look directly down onto the bomb site, allowing you to pick off intruders as they stop to plant or defuse a bomb. To remain as concealed as possible, back away from the balcony's railing and move up against the closed doorway. Peek through the railing to get a good angle on the bomb site and simply wait for an unsuspecting opponent to wander into your crosshairs.



C5

If the terrorists decide to rush bomb site B, they usually flow into this narrow passageway. This same passage is a favorite route during CT counterattacks, as it provides the quickest route to the bomb site. As a result, this position is prime real estate for campers on both sides. Simply crouch at the end of the passage and train your sights on the opposite end. The relatively short range makes a submachine gun or a shotgun an adequate weapon. But if you plan to cover the bomb site from this position too, bring something with a bit more range and accuracy.



C6

Like C4, here's another decent position for covering bomb site B, on the opposite side of the courtyard. Crouch in this corner along the stairway and aim toward the bomb site. From this position you remain concealed to all attackers until they get within close range. Attackers moving from the steps above have the best chance of seeing you, so watch the two short stairways to your left. Meanwhile, the large pine tree keeps you completely concealed from the passage at C5. Enemies moving from this direction can't spot you until they move directly onto the bomb site, giving you ample opportunity to surprise them with a full auto burst.



C7

For the CTs, this is one of the crucial choke points that should be controlled early in a round. From the CT insertion point, move through the passage at C5 to get here quickly. This courtyard is usually the main assault path for the terrorists attempting to rush bomb site B. By crouching at the end of this narrow tunnel, you can mow down a large portion of the enemy advance. Stay crouched to avoid being picked off by any snipers in the balcony at S1 and strafe left and right in front of the tunnel's opening to avoid getting hit by return fire. When possible, hold this position with a buddy. The extra firepower comes in handy.



C8

Here's another crucial choke point to cover early in a round. This narrow passage is the only central link between the two sides of the map, allowing defenders to move quickly between the two bomb sites. Controlling this passage benefits both sides. When camping inside this L-shaped passage, determining which direction to face largely depends on the current tactical situation. For instance, if you're a terrorist guarding bomb site A from a CT counterattack, face the passage leading out toward C7. On the other hand, if you're a CT trying to prevent the terrorists from reaching bomb site B, face the opposite direction. Even if you don't have the guts to camp here, make sure it's covered from one of the surrounding camping positions or by frequent patrols.



Sniping Positions

S1



This balcony, only a few paces from the terrorist insertion point, is a key sniping position for terrorists in the early moments of a round. A sniper can cover the courtyard below while the rest of the team rushes bomb site B. Focus your sights on the balcony on the opposite end of the courtyard (above C7) and wait for CTs to move into view. Hold toward the back of the balcony for better concealment and to maximize the range between yourself and your targets. This also allows you to peek through the tunnel near C7 and pick off CTs as they pass through. For best results, use a semiautomatic sniper rifle to increase your rate of fire.

S2



The lengthy courtyard passage near bomb site A is a major kill zone for snipers on both sides. This spot usually benefits the terrorists, as it can be accessed early and

used to prevent CTs from attacking along the opposite side. Crouch at the back of this tunnel-like passage and aim toward the arched tunnel running beneath the elevated walkway. By peering through the scope, you can target enemies at long range even before they reach this tunnel. The strength of this position allows you to effectively shut down this path to the bomb site, giving your teammates ample time to place the bomb.

S3



If the CTs can reach this spot early, they can prevent snipers from setting up at S2 as well as hold off any terrorist advances along this pathway. The passage at S2 is a critical choke point and is usually accessed by terrorists attacking bomb site A. By covering this narrow bottleneck you can engage large groups of enemies at long range, sometimes skewering two with a single bullet. The downside to this position is that you're highly visible and have no cover. So if you come under heavy attack, don't hesitate to retreat to S4.

S4



While this position doesn't provide the great view of S2, it's set farther back from S3 and offers more cover and concealment. The elevated angle spoils the view slightly, but still allows you to see just beyond the tunnel running beneath the walkway, which is usually just enough to engage terrorists attacking bomb site A. In addition, you have a clear view of the walkway leading to the bomb site, but you have to hit enemies while they're on the move, before they can reach the stone archway above the gate. If you're not confident in your sniping skills, this spot is safer than S3, providing a bit more distance as well as a decent escape route. If you come under attack, simply move down the hall to S5.

S5



This long narrow corridor links the courtyards of the two bomb sites. As a result, this passage usually sees a fair amount of foot traffic, making it an ideal spot for a sniper. The position at S5 is best used by CTs when defending bomb site B. Use the scope to scan the far end of the corridor. There you'll find a light attached to the wall. Center your sights below this light fixture. By pre-setting your sights at this elevation, you stand a good chance of scoring a head shot, assuming your target doesn't crouch. The corridor ahead is lined with small nooks, allowing attackers to zigzag toward you using these spots for cover. If the enemy manages to make it halfway down the corridor, abandon this position and head for bomb site B—the spot at C5 makes a decent sniping position.

COUNTER TERRORIST

Tactics

Bomb Site Patrol

If the bomb sites are locked down by other teammates, make a circular patrol of the map, hitting the bomb sites and major choke points along the way. Begin by moving up the steps in the CT insertion courtyard.



Take the passage leading toward bomb site A.

Pass the sniping position at S5 and continue down the long corridor.



Hop over the railing at S4 and enter the courtyard.



In the event of an enemy attack, sidestep toward the right and use the stone wall for cover during the ensuing firefight.

Drop off the elevated walkway and enter the passage leading toward C5.



Enter the courtyard at bomb site B to complete the circuit. If the bomb hasn't been placed yet, make another lap to find the stragglers.



Following a large-scale engagement, always scan the ground for the brown backpack containing the bomb. If the bomb has been dropped, stay put and order your team to set up defenses around it. Guarding a dropped bomb always takes precedence over guarding the bomb sites.

Cautiously approach the tunnel running beneath the walkway and take out any terrorists on the other side. Watch out for snipers near S2 before passing through.



Ascend the grassy slope along the side of the walkway and scan the bomb site for any campers.

If the bomb site is clear, move through the passage at C8. Watch out for more terrorists lurking near this choke point.



Scan the courtyard beyond and move across this walkway toward C7.

TERRORIST Tactics

Bomb Site A Rush

If you move quickly, you can assault bomb site A before the CTs can reach it. At the start of a round, equip your pistol and rush across this grassy area toward the bomb site.



Enter this passage in the large stone wall ahead.

Pass the sniping position at S2 and scan the area ahead before exiting this tunnel.



Cautiously exit and keep an eye on the tunnel ahead as well as the passage to your right at C8.



Move up the grassy slope along the side of the elevated walkway.

Rush across the walkway toward the gate. Watch the area to your right for incoming CT attackers.



Take cover in the stone archway while placing the bomb.



Move through the passage at C8 and make sure at least one team member is with you.



Move along the left side of the walkway and drop off the side near C7.



Exit through the short passage and turn right to face this walkway.



Go through the nearby passage and scan the opposite end (at C5) for any CT campers.



With the bomb planted, move to a good spot where you can cover the site. From this spot at C3 you can ambush CTs as they rush along the pathway below.

Bomb Site B Diversion Attack

Rushing bomb site B isn't a good idea. The CTs can set up stiff resistance in the surrounding courtyards and passages, making a direct assault risky. Instead, conduct a mock assault on bomb site A, then move to bomb site B. Begin by taking the passage at S2 toward bomb site A.



Move up the grassy slope on the right to reach the walkway above. Leave some team members behind to draw CTs to this area.



While your team holds the enemy's attention, move toward this passage on the right and watch out for CTs attacking from the opposite side.

Approach the entry to bomb site B and make sure the surrounding area is clear before planting the bomb.



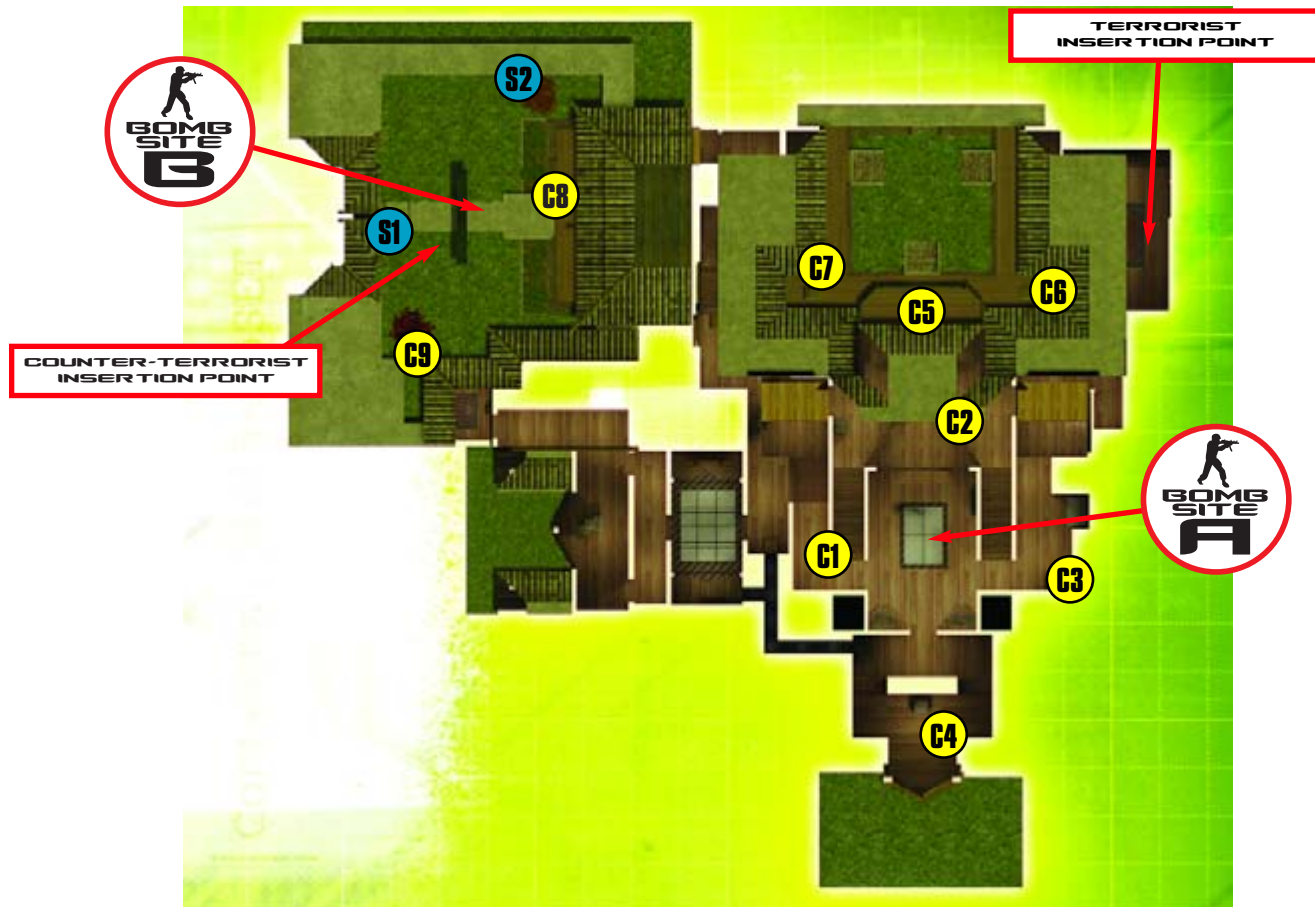
When it's clear, plant the bomb in the middle of the path—this makes it easier to cover.

Now take a position where you can cover the bomb and order your remaining team members to gather around bomb site B. If your ruse works, you should be able to infiltrate bomb site B rather easily as the rest of your team draws the CT defenders to bomb site A.



Truth

Map Type: Demolition



Counter-Terrorists



Kidotai Mission: Terrorists plan to bomb the house. Sweep the area of terrorists and prevent the bomb from going off.

Overview: This is another map where it's probably easier for the CTs to implement a forward defense as opposed to camping both bomb sites. Even if the terrorists squeeze through, the map is small enough to respond to either bomb site quickly. Bomb site A is usually a major point of contention, especially in the early moments of a round. Always move to this area first to prevent the terrorists from rushing the site. Secondly, focus on the surrounding choke points and try to close off all paths leading to bomb site B. If you can contain the terrorists to one side of the map, you stand a greater chance of winning.

Terrorists



Akunin Mission: Infiltrate the house and detonate the bomb in either the main room (site A), or at the main gate (site B)

Overview: As usual, one bomb site is easier to hit than the other. In this case, bomb site A is the favorite spot for rush tactics. Before placing the bomb, your team should secure the room by taking to the balcony overlooking the bomb site. However, to keep your attack plans fresh, you need to alternate between assaulting the two bomb sites. Getting to bomb site B is more involved, but by using the covert paths, you can avoid getting caught in the predictable CT kill zones. When possible, bring along flashbangs to temporarily daze CT campers that may be lying in wait.

Key Locations

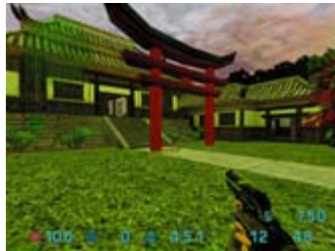
Bomb Site A

This bomb site is near the map's center, making it a popular spot for terrorist rush attacks. While the terrorists stand the best chance of reaching this site first, the CTs won't be far behind. This often results in frantic close-quarter firefights within the first few seconds of a round. Due to the four different entry points, this site can be difficult to defend. A couple of overturned tables can be used for concealment, but defenders are better off taking to the balcony overlooking the room. From the high ground it's possible to see everyone who enters and approaches the bomb site.



Bomb Site B

Bomb site B also serves as the counter-terrorist insertion point. This usually makes the site a less-likely target for terrorists, but the CTs still should defend the area or at least patrol it frequently. Except for a few trees and shrubs, little concealment exists. Defenders camping in this area should stick near the blind corners along the two entry points. This way they stand a good chance of staying out of sight and engaging attackers from behind.



Camping Spots

C1

At the beginning of each round, at least one CT should rush to this spot in an effort to stop the terrorists from rushing bomb site A. Likely entry points during a terrorist rush are from the opposing hallway straight ahead, or from the room to the right. This position allows you to cover both of these points. Use the wall for partial cover and strafe back behind it if you come under heavy fire or whenever you need to reload. If you can pin the terrorists before they can enter the bomb site, you give the rest of your team the opportunity to secure the room or counter-attack the terrorists from a different direction. Try using grenades and flashbangs to get the upper hand.



C2



Look for a stack of crates on the balcony overlooking bomb site A. Crouch jump onto the first crate. Instead of jumping on top of the next crate, assume a crouching position and strafe to the right until you get a decent view of the bomb site below. The view may not be as clear as if you were to hop up onto the next crate, but this position keeps you well concealed and protected. If you come under fire from the room below, sidestep left to duck behind the crate. Maintaining this position for a long time leaves you open to flanking attacks along the stairs to your left and right. So watch these areas and listen for incoming footsteps.



TIP
The overturned tables surrounding bomb site A look like the perfect spot to hide. While they may work for concealment purposes, don't expect them to protect you.



Even bullets fired from an SMG penetrate the wood, continuing into whatever is on the other side. Don't be too surprised if you take hits while hiding behind one of these tables.



C3

This is the perfect terrorist counter to the CT's spot at C1. What makes this position even better are the crates stacked in this corner that you can use for cover. When playing as a terrorist, always move in behind these crates while scanning the area ahead for CT campers. While this angle doesn't allow you to see much of the bomb site, it's still a good spot for picking off incoming CTs, especially in the early moments of a round.



C4

A tunnel entrance near the terrorist insertion point allows them to move under the building's floors. The tunnel ends at this spot, making it a crucial choke point for the CTs to cover. Crouch near this opening and aim down the short set of steps into the tunnel. Experienced terrorists probably will expect you here, but you'll still have the advantage as long as you keep your sights fixed into the tunnel. For best results, use an automatic weapon such as this ES C90—the large clip capacity allows you to fill this tunnel with a large volume of continuous fire. The Auto Shotgun is also very effective.



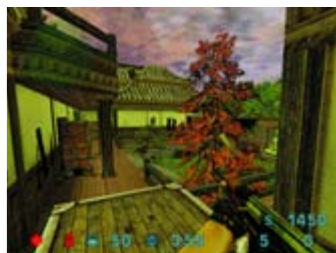
C5

This balcony overlooking the central courtyard can be accessed along the steps leading up to C2 from bomb site A. From this spot you can cover the entire courtyard, making it an ideal camping spot for both sides. While the view from this elevated position is hard to beat, there isn't much cover other than the thin wooden railing. Stay on your toes to avoid getting perforated by incoming fire. If you're attacked from below, strafe left and right while returning fire. If things get too hairy, retreat indoors and reconsider your options.



C6

Entering the central courtyard can be a dangerous task for either side. Fortunately you can use these crates for cover. The crates are configured similar to the stack at C2, allowing you to stand on one and use the other for partial cover. For more comprehensive protection, stay on the ground and peek around either side to scan the courtyard beyond for a decent shot. While there's another stack of crates on the opposite side of the courtyard, this position offers more concealment, thanks to the large tree in front of you. This helps conceal you from enemies moving out of the doorway near C7.



C7

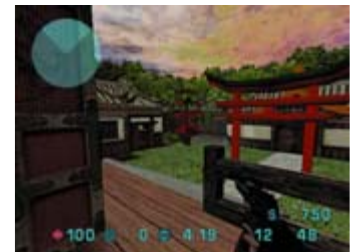
This is another crucial choke point for CTs, allowing them to ambush terrorists as they exit the central courtyard. Move to the end of this narrow hall and take a position behind the crates. Peek around the



side and aim toward the doorway on the right wall. While you won't be completely concealed, the crates provide significant protection. Don't worry about taking fire as long as you get the jump on your enemies. Even if you miss at first, they usually loiter at the far end of the hall trying to center their sights on you. Use this opportunity to pump them full of lead. However, if multiple enemies rush the doorway, you could be overwhelmed. There is no escape, so duck behind the crates and request assistance from your teammates.

C8

Although this spot has a decent view of bomb site B, the idea of holding this position is to ambush attackers as they exit the doors to the left. The doors open outward, so your enemies can't see you until they descend the steps leading to the bomb site. However, enemies moving from the second entrance are more likely to spot you. Whichever direction attackers approach from, be ready to take them down. If your initial barrage fails, get ready to move. Either strafe left and right along the walkway or retreat indoors.



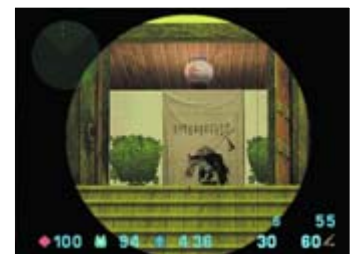
C9

Here's a more comprehensive position for covering bomb site B. Take cover along the shrub and tree in this corner and aim out toward the bomb site. Not only does this position give you a decent view of the entrance near C8, but it also allows you to ambush attackers as they move out of the second entry point to the right. Unleash a burst of automatic fire at their backs as they rush to the site. If a firefight breaks out, try to move out of this corner before things get too hairy. The shrub and tree are okay for concealment, but they don't block bullets very well.



Sniping Positions

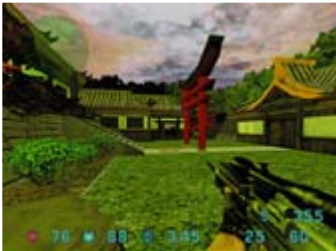
S1



This map is limited on sniping areas due to the tight confines of the short hallways and small rooms. However, snipers can set up shop at a couple of spots near bomb

site B. One such spot is the one shown here, covering the main double door entrance. Although this spot offers no concealment or protection, you could score a quick hit on any attackers moving through this doorway. Zoom in and set your sights at the top of the stairs, aiming into the short hallway beyond.

52



For better concealment, take this position along the side of the bomb site. The rock and tree provide little protection, but they can make you harder to spot. This position is useful for covering the second entry point on the opposite side of the bomb site. Set your sights on the doorway and plug any opponents who attempt to pass through. Enemies moving through the main entrance have an easy time engaging you. Instead of staying in one spot and trying to hit them with your sniper rifle, switch to your pistol and engage them while sidestepping—this is your best chance of surviving a close-quarter engagement.



COUNTER
TERRORIST

Tactics

Defensive Patrol

The map's small size allows the CTs to take a more aggressive approach rather than hanging back at the bomb sites and waiting for the terrorists to attack. Consider running patrols through the most frequented areas. To start, rush up the stairs and move through the house's main entrance.



Move toward the hall at C7, but don't enter. Scan the area from this position for a few seconds, then continue moving along the hall to the right.



Follow the painted signs leading to bomb site A.



Continue up the steps to reach C1. Hold here for a few seconds and listen for incoming enemies.



Cautiously enter bomb site A and move toward the doorway on the right.



Scan the tunnel exit at C4 and hold this position for a few seconds.

Return to bomb site A and watch the nearby entrances for a while.



If you encounter no resistance, turn right and move through the hall near C3.



Follow the hall outside to the central courtyard. From here, either return to bomb site A or continue to bomb site B. By running this patrol each round, you're bound to encounter the bulk of the attacking forces at some point.

TERRORIST

Tactics

Bomb Site A Rush

If you move out quickly, you can rush bomb site A and plant the bomb before the CTs can secure the area. As soon as possible, rush forward through this hallway toward the dark room with the bookshelves.



Turn left and move down the long hallway.



Stop at C3 and scan the bomb site before entering. If the CTs rush the site too, they'll most likely approach from C1, on the opposite side of the room.

When it's clear, cautiously enter the room and approach the nearby overturned table.



Plant the bomb next to the table. This keeps you concealed and partially protected should any CTs approach from C1.

With the bomb placed, back up toward C3 and move up the steps to the right.



Hop up on the crate at C2 and make sure you have a good view of the bomb.

If you have a good rifle, you can pick off the CTs as they rush toward the bomb. Just make sure you don't get flanked while camping up here.



Bomb Site B Assault

Attacking bomb site B is a bit more difficult. Not only is it farther away, but the paths leading to it are likely to be covered by CT defenders. While it's possible to rush through and overpower them, a low-key approach works best. Start by dropping through this tunnel entrance near the terrorist insertion point.



Advance through the tunnel system as quickly as possible. Don't fire your weapons while you're down here. If you give away your position, the CTs will be waiting for you at the exit.



Sidestep in front of the steps leading up to the point at C4 and scan for CT campers.



Cautiously exit the tunnel and keep the wall in the center of the room between you and the opening to bomb site A.

Approach this open duct and hop up onto the crate to climb inside.



Back up into the duct to avoid getting shot from behind. When you're farther into the duct, you can turn around.

Take the first left and exit the duct onto this shelf.



You eventually come to the ground-level doorway leading out to bomb site B. Before exiting, scan the area outside for CT campers.

When it looks clear, proceed toward the bomb site.



Scan the area to the right while heading to the floor. Move along the left side of the room and take a right in the adjoining hallway.

Take the hallway to a room, then continue along this next hallway on the right.



Plant the bomb near the target area so you have a clear view of it from your defensive position.

With the bomb placed, move back along the doorway to the spot at C9. From here you can ambush the CTs as they rush toward the bomb.

Vostok

Map Type: Demolition



Counter-Terrorists



Spetsnaz Mission: Stop terrorists from detonating a bomb at the town square or cathedral.

Overview: If your team is big enough, cover the map's three major choke points in an attempt to lock down all paths leading to the bomb sites. But if you split your team among these three areas and the terrorists rush, your defense is likely to fall at one of these points. Still, this tactic works well when playing against a less-organized team. In smaller games, establish your defenses around one central point, such as bomb site A. This is where the terrorists are most likely to attack, and even if they don't, you can always counterattack bomb site B as a team.

Terrorists



Arctic Avengers Mission: Enter the town of Vostok and plant the bomb at either the town square or cathedral.

Overview: Unless you move out quickly, you stand the chance of being trapped on one side of the map, unable to reach either bomb site. The best way to branch out is to move toward bomb site A. From there, either plant the bomb and set up defenses in the courtyard, or continue to bomb site B. Either way, getting to bomb site A in one piece should always be a primary focus of your team.

Key Locations

Bomb Site A

This bomb site's central location makes it a frequent point of contention between the CTs and terrorists. If both sides rush the site, they usually meet in this courtyard or along the passage just outside the wooden doors. Inside the courtyard are plenty of objects to use for cover and concealment, including the large fountain and a UAZ parked in the corner next to the bomb site. Although there are three entry points into this courtyard, these various objects make the site easy to defend.



Bomb Site B

This cathedral is tucked away in a dead-end corner of the map. Although it's not particularly close to either side's insertion point, the CTs have the best chance of reaching this area first. As with the previous bomb site, this one offers plenty of good hiding spots such as blind corners, crates, and two nearby passages. The site also can be covered from a balcony across from the cathedral-this is a popular spot for snipers. Attackers must ensure that the surrounding area is totally secure before moving to the bomb site, as the area in front of the cathedral is completely open.



Camping Spots

C1

These partially open wooden doors are one of the main entrance points to bomb site A. Crouch along this doorway and fix your sights on this small gap. This allows you to tag your opponents at close range as they attempt to file into the courtyard. However, this spot also leaves you open to attack from the corridor outside. If you come under fire, sidestep to your left to retreat into the courtyard. Consider taking a position on the opposite side of the doorway where you can pick off your enemies from behind as they rush toward the bomb site.



One solution to surviving incoming fire from the spot at C1 is to deploy the ballistic shield. Raise the shield when an enemy attacks. Wait for him to reload, then lower the shield to fire a few pistol rounds. This can be a good stalling tactic, allowing your team to counterattack from C4 and C6.



C2

The passage ahead is a favorite avenue of attack for terrorists looking to rush bomb site A. While it's possible to engage them once they've entered the courtyard, it's best to hit them at long range while they're concentrated in this passage. To get this view, jump up onto the fountain and crouch behind the stone center piece. Not only does this give you a great angle on the passage, but the stone piece provides some protection as well. When possible, use an automatic rifle to accurately engage your opponents from a distance. If you succeed, you can pin the enemy advance in this passage, or at the least, cause them to retreat.



C3

If you're defending bomb site A by yourself, or don't know where the attack will come from, back away from the main entrances and take cover near the site. By crouching behind this barrel, you can view



most of the courtyard while staying out of sight from two of the entrances. In many instances, you can hold this position and surprise your opponents by blasting them at short range while they approach the site. However, if you come under fire from a distance, abandon this position and use the nearby UAZ for cover during the ensuing firefight.



If concealment isn't a priority, jump up on the spare tire mounted on the back of the UAZ.



From here you can view the whole courtyard. But you have to remain standing to maintain this great vista—if you crouch, the vehicle obstructs your view, but the top of your head is still visible. Don't expect to be completely safe while crouching.



C4

The narrow passage outside the wooden doors of bomb site A is a major choke point. If the CTs can get here early they can block one of the main passages leading to both bomb sites. Instead of moving into the passage, hold near this dark corner and engage the terrorists as they come into view. To gain an upper hand, toss grenades and flashbangs toward the oncoming advance.



C5

Here's another camping spot that counter-terrorists can use in the early moments of a round. By crouching at the bottom of these steps and aiming up into the narrow doorway, you can cover one of the main paths leading toward bomb site B. Crouch along the side of the stone wall to maximize your protection. At this close range, you can get by with a good submachine gun. The key here is volume of fire, so always use an automatic weapon when holding this spot—preferably one with a large magazine capacity.



C6

If you have a teammate at C4, this balcony is the perfect spot to catch advancing terrorists in a cross fire near the large wooden doors leading into bomb site A. It's not far from C5. Take this position only if the nearby passage (at C7) is covered by a teammate. Otherwise you easily can be flanked from the right. While the CTs may find this spot useful in the early moments of a round, the terrorists can use it later, particularly if the bomb has been placed at bomb site A. This elevated position is perfect for picking off CTs as they approach the wooden doors.



C7

If it weren't for the high volume of foot traffic, this would make an excellent sniping position. However, bring something with a higher rate of fire to cover this narrow passage leading from the terrorist insertion point. This position is a good alternative to C5, assuming that you can get here before the terrorists do. If you manage to reach this spot, you make it safe for another teammate to hold the balcony position at C6, but most importantly you lock down a main branch with paths leading toward both bomb sites. To reach this spot before the terrorists do, equip your knife at the beginning of a round (to increase your speed) and run as fast as you can. Even then, you'll probably have to push some terrorists back from the doorway, so switch to your primary weapon when you reach the spot at C5 and get ready to rumble.



C8

Defending bomb site B is more straightforward. Technically there are three potential entry points to the sector surrounding the cathedral, but the most likely path is the snow-covered street leading from the area near C4. So if you can stay out of sight from this direction, you can wait until the attackers move in to close range and surprise them. This corner ledge allows you to see the bomb site as well as the area in front of the cathedral. You also can cover the two alternate doorway entry points leading into the area. However, you could be flanked by an enemy approaching the bomb site along the same ledge you're perched on. So keep an eye to the right and listen for incoming footsteps.



C9

Like C8, this spot behind the stack of crates is out of sight from the area farther down the street. This is a far more specialized position, allowing you to cover the bomb site as well as the doorway to the right. Hasty attackers usually don't secure the area around the cathedral, so take advantage of them as they approach the bomb site. Wait until they stop to plant or defuse the bomb before opening fire. If possible, use a silenced weapon to prevent giving away your position.



profile, you're less likely to be spotted and more likely to surprise the enemies below.

S3



Like S1, this is another option for covering the area near C4 as well as the main approach to bomb site B. Take a position in this hallway next to the cathedral and aim out through the doorway to cover the street ahead. Unless your opponents zigzag during their approach, you should have an easy time hitting them while they advance. For best results, use a semiautomatic sniper rifle. This allows you to engage multiple targets quickly before they can close in on your position. If you come under attack, retreat up the stairs to the left and take a position at S2.

Sniping Positions

S1



When playing as a CT, provide some extra firepower to the passage near C4 by taking this position along the wall. Begin by jumping up on the small ledge, then jump up again into one of the windowsills. Crouch and aim toward the area at C4. By zooming in on this narrow passage, you can pick off terrorists moving toward bomb site B. The distance and location of your position makes you difficult to see and hit, giving you ample time to center your sights and fire. Assume this position only if you have teammates covering the passage near C5, otherwise you can be flanked from the right.

S2



This balcony overlooking bomb site B is one of the most obvious sniping positions on the map. But it's still effective if you stay out of sight. For starters, always remain crouched and stay away from the railing. Aim toward the bomb site and creep forward until you can just barely make out the area below by peeking through the railing. Hold your fire until an enemy stops at the bomb site, then adjust your sights to take him out. By keeping a low

COUNTER
TERRORIST

Tactics

Choke Point Crunch

Identifying and holding the critical choke points is an effective way to halt the terrorists' advance. Even more effective is ambushing the enemy from two different directions at once. For instance, hold the position at C4...



...while a buddy covers the same area from the balcony at C6.



Another spot to squeeze the enemy is inside the narrow passage covered by the fountain position at C2.

While a teammate pins the terrorists in the hallway, advance through C7 and turn left to enter this hall. From this position you can hit the terrorists in the back while they attempt to engage your teammate.



Bomb Site Counterattack

Quickly moving from one bomb site to the other is essential. But you also want to take the safest path. In most instances, the interior hallway connecting the two areas is the best route.



From bomb site B, take the doorway passage just across from the cathedral.



Work your way through the short passage and take a right to descend these steps.



Advance through the corridor, keeping your eyes peeled for enemy movement in the opposite direction.



When you approach the doorway leading outside into bomb site A, equip a flashbang and toss it into the courtyard.



While the enemies are still dazed, rush into the courtyard and scan all corners surrounding the bomb site.



When it's clear, find the bomb and defuse it.



In the event that bomb site A is attacked, use the same interior hall for your counterattack, except try exiting through the other doorway at S3. This gives you a better chance of detecting defenders.

TERRORIST Tactics

Bomb Site B Assault

Instead of rushing down the predictable path near C4 and C6, take the long way around—your team is more likely to survive. To begin, take the path leading to bomb site B.



If you haven't already, equip your primary weapons when you spot the doorway at C7. Watch for CTs camping or moving through this area.



Take a left inside the passage and move down the steps toward C5. Once again, watch out for CTs.



Continue outside and peek around this corner toward the junction ahead. If you haven't encountered any CTs yet, this spot near the step is a likely camping spot.

At the steps, turn right and move toward the wall just below S1.



When the area is clear, have your team cover you while you plant the bomb.

Once the bomb is placed, move through the passage at S3 and move up to the balcony at S2. Wait for CTs to begin defusing the bomb before opening fire—otherwise they can return fire. Hold this position until all CTs are down.



Turn right at the corner and look for CT campers near C4. Try to hit them from behind before they spot you.

Turn left and move along this stone wall to avoid being hit by CT snipers at S3. While moving, keep an eye on the area in front of the cathedral as well as the balcony at S2.

Cautiously approach the bomb site while completely scanning the surrounding area. Check the usual camping spots before moving in front of the cathedral.



Bomb Site A Rush

Because bomb site A is closer to the terrorist insertion point, it's easier to rush. Begin by moving down the path leading toward C7.



Hang a left at the next corner and scan the courtyard ahead for CTs. In particular, watch the fountain at C2.

As you enter the courtyard, equip your primary weapon and scan toward the double doors to the left. If CT defenders are en route, this is where they'll come from.



Now move back into the corner behind the barrel at C3 and pick off the CTs as they try to defuse the bomb.



Instead of entering the passage straight ahead, turn right and move down the adjacent hallway.



Now turn toward the bomb site and ensure that the area near the UAZ is clear.

While your teammates secure the main entry points into the courtyard, rush over to the bomb site and place the bomb next to the target area—this makes it easier for your team to cover from various angles.

